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Issue 1 May 1995

ATARI World

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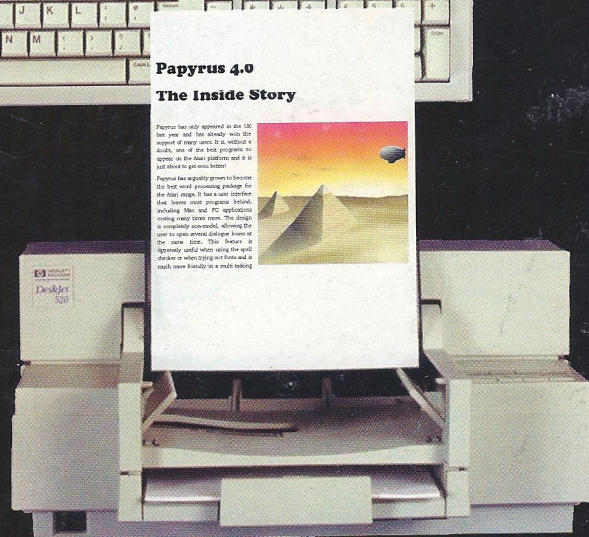
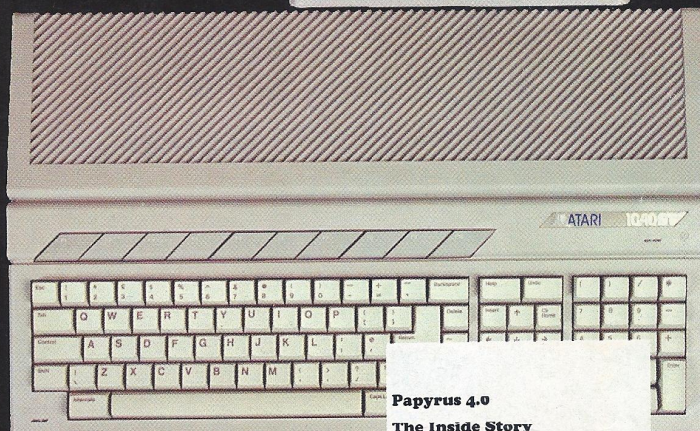
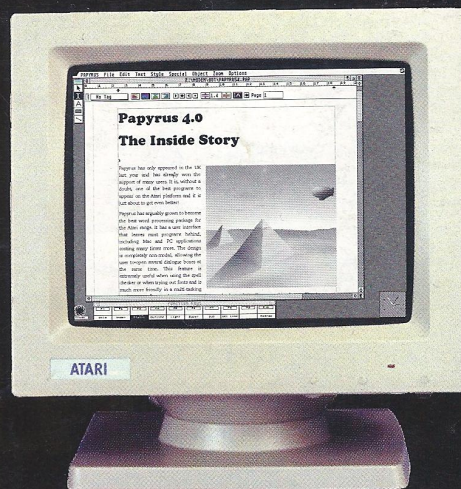
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Reviews

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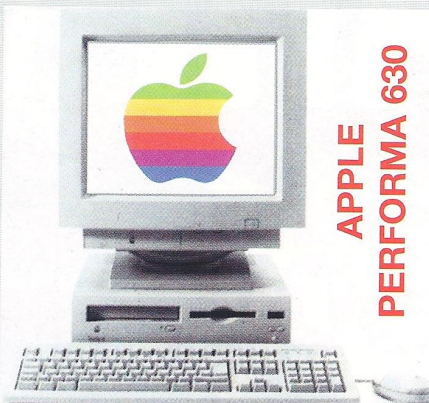
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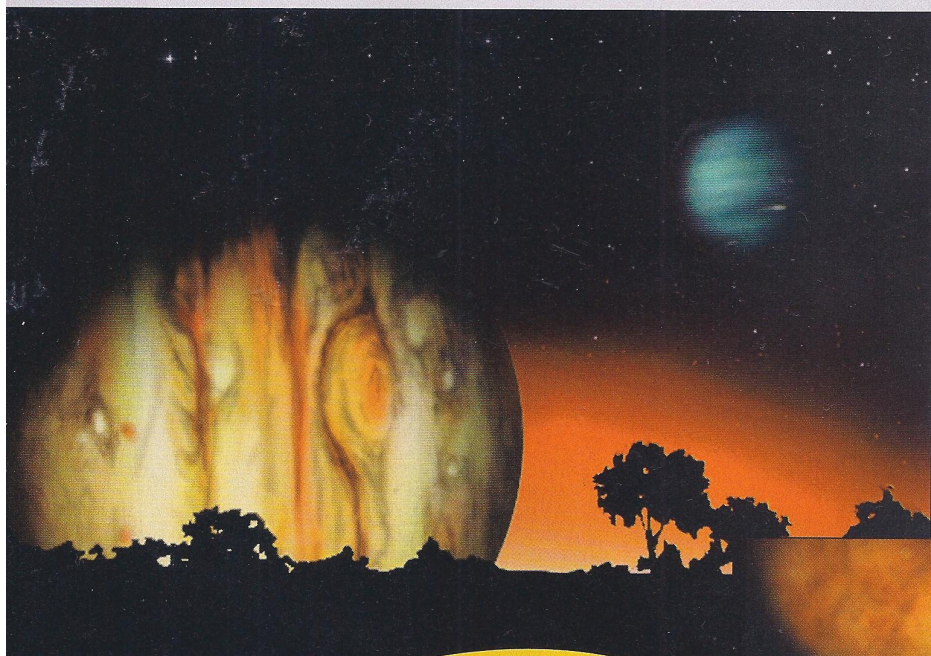


MiniS



SCSI Hard Drive of the Year 1994

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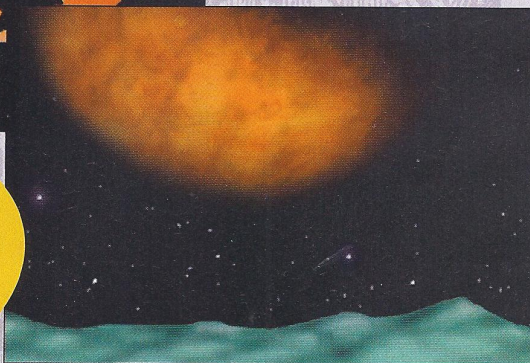
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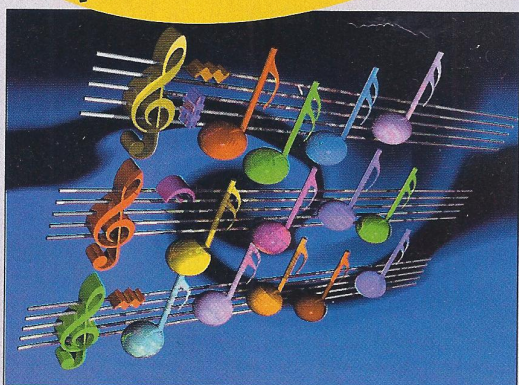
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Exclusive Atari World insight into the next version of the excellent German word processor.



**WIN A COMPLETE
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WORTH £1,700!
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The Jaguar finally has a do-or-die war game!



Team Work

When I completed the final issue of Atari ST Review, I sincerely intended to put my feet up and take it easy for six months – but life rarely turns out the way you plan

it. The Atari World project was presented to me, and from the start I could see great potential. Three magazines, covering all aspects of Atari computing from the first time you turn on your machine through reviews and features up to various professional topics, appealed to me, for here was the chance to support *all* aspects of our market properly.

But to succeed, it was imperative that the same editorial team was used and, to a person, they'll be appearing within these pages. Ofir Gal, as technical editor, will oversee the accuracy of our reviews and Q&A sections; Andrew Wright, the assistant editor, will endeavour to uphold high editorial standards; and Nial Grimes, our features editor, will ensure that the main stories are topical, interesting and, most importantly, relevant to Atari enthusiasts.

Cover disk? No, because we think we've come up with a better idea in our Reader Disk as you'll find out on page 14. Games section? No, but our Reviews pages will play host to all new Atari games as they appear.

I've been reading Atari magazines since the late '80s, and I can *never* recall one with two free mags such as ST Source and Atari Pro. Issue by issue, Source will build into a reference library of useful info, while Pro will search into areas that no other mag currently touches.

Our two competitions place an entire Falcon system up for grabs, plus 25 copies of UVK. All you have to do to enter is to fill in our survey on page 43 and answer a couple of easy questions. The survey is very important – is this first issue along the lines of what you want and need from an Atari mag? If not, tell us.

ST Review was a damn good magazine but had a few shortcomings, not least of all the fact that you couldn't find it in the shops! Atari World is being distributed by one of the best companies in the business – and over 37,000 copies of this 116-page first issue have been printed. Check out our subscription offers on page 52, and if you don't want to subscribe until you've seen a few more issues, then simply place an order with your local newsagent for the time being.

It's good to be back – and in case any ST Review readers are wondering, no, my kitchen table never did get cleared...

Vic Lennard
Editor

V. Lennard

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The World Wide Web is getting some hefty press, but what is it and how does it affect Atari comms users?

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Neal O'nions, publisher of Atari World, takes his place on the hot spot with four questions from Vic Lennard.

Don't forget to read this
month's **FREE** magazines...

ATARI *Pro*

ST *Source*

SNIPPETS

● An Atari Show modelled closely on the recent ST Review-sponsored events in the UK, was staged in Paris during mid-December and attracted around 2,500 Atari enthusiasts. Organised by Compo, a second show has been organised at a bigger venue, also in Paris, over the week-end of April 1/2. This first issue of Atari World made its world debut at the Paris Atari Show and we would like to extend an *entente cordial* to our French readers.

● Floppyshop (01224 312756) has tied up a distribution deal for its Floppyware range of products with the Atari ST Users Group of Winnipeg, Canada. As a result, customers in the US and Canada will be able to order their licenceware directly from the club. The Floppyware range currently consists of 50 titles and is growing every month. Authors wishing to know more about Floppyware should contact Floppyshop for their information leaflet; customers can obtain a copy of the catalogue free of charge by sending two blank disks.

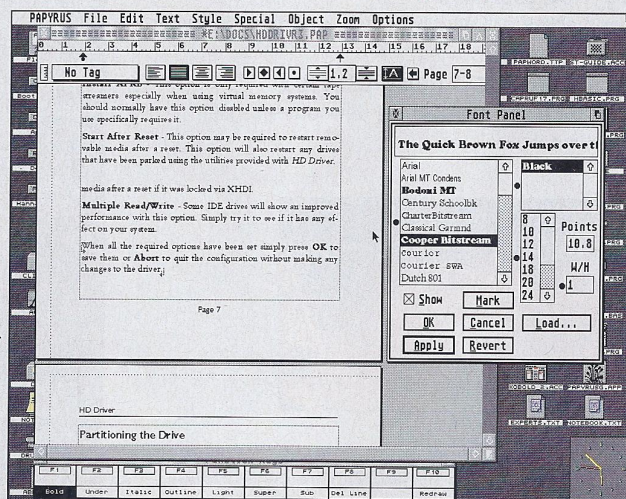
● The MIDI and Electronic Music Show (MEMS '95) takes place later this month. Currently the UK's premier music event, new products unveiled at the Los Angeles NAMM Show and the Frankfurt MusikFest can be seen for the first time in the UK. MEMS '95 runs from April 21-23 at Olympia 2, Kensington, London.

● Another show about to get on the road is Gasteiner's Spotlight 1995. Atari and Amiga specific, companies such as HiSoft, 16/32 Systems, Digital Awareness, Compo Software and Power Computing have already booked into the show which takes place at the Novotel, West London on June 10/11. More information from Gasteiner Technologies on 0181-345 6000.

● Magic Media, the only British manufacturer working on a virtual reality headset, has been forced to abandon the project at the eleventh hour. A prototype of the unit is said to have been completed but failed to reach the production stage due to a dispute between the firm and its financial backer. The planned headset was to have sold at £299 (plus VAT) and would have been Jaguar compatible, assuming that software support was forthcoming.

News

HiSoft to continue Atari support



Papyrus - colour printer support in version 4.

Contrary to recent reports, HiSoft (01525 718181) has no intention of leaving the ST scene. In fact, its commitment to supporting existing packages and bringing new products to market is as resolute as it has ever been. The misunderstanding came about as a result of a comment made by HiSoft on the CIX bulletin board, stating that it was not planning to develop any further Atari-based

titles in-house. When asked about this, managing director David Link told Atari World that although in-house development had ceased, HiSoft would continue to bring new releases to the market and support existing Atari products. He backed this up further by giving us a brief outline of the plans for ST-based products over the next few months.

Products currently due for a

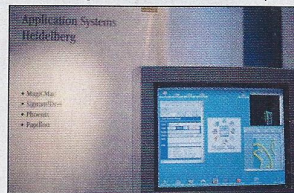
major revamp include its flagship document processor Papyrus, which will feature colour printer support in version 4, and Diamond Edge 2, which promises a completely redesigned interface and will include a built-in disk sector editor among other things. Another of the packages due for a major upgrade is leading database package Twist, but no details on Twist 3 were available as we went to print. A minor upgrade to Diamond Back 3 is also expected within the next few months. Other products that are being actively maintained include Devpac 3, Lattice C, Devpac DSP, Harlekin 3, True Image and Clarity Falcon.

HiSoft recently produced a low-cost professional SCSI interface for the Amiga which proved to be an outstanding success. As a result of this, it plans to bring out similarly specified low-cost SCSI interfaces for Atari computers later in the year. However, rather than merely supplying the interfaces, it is likely that HiSoft will be offering complete hard drive systems. We'll keep you posted as more details emerge.

English MagiC

The English version of MagiCMac is now on sale from System Solutions (0181 693 3355). This package allows most well behaved GEM-based ST software to run on an Apple Mac. Compatible programs operate in 2, 16 or 256 colours and run faster than they would on a TT! Also, the different applications multi-task under a modified version of MagiC, hence the name. The current version is a

full implementation apart from printer support being limited to localtalk printers via GEMDOS, or



An English version of MagiCMac, seen here at CeBit, is now available.

parallel printers connected by the PowerPrint hardware. Full printer support will be in the form of an adapted version of NVDI 3 that will also support True Colour. MagiCMac runs on any 68030 or 68040-based Apple Macintosh under System 7. Price is £149.95.

There is also an upgrade to NVDI 3. The latest version (3.02) supports colour printers and has a few small bug fixes. Available now for £49.95, current users are entitled to a free upgrade on receipt of the master disk, a copy of their invoice and an SAE.

Silly Grafix Comic Beyond Relief

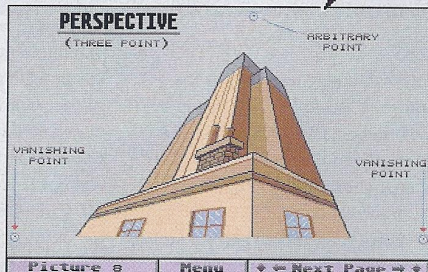
Grafix is the first commercial release from Silly Software (01705 785203) since it split from IDS. As the name suggests, the package aims to teach you the basics of computer graphics, but what makes this art tutor stand out from the crowd is that it also delves into animation, with four of the eighteen tutorials dedicated to the subject.

The program is designed with the complete beginner in mind and features simple mouse-controlled menus linked to each other for ease of use. Select the desired option and a series of well-presented illustrations take you through the tutorial step by step. While perusing any tutorial, the on-line manual can be called up to give more detailed information on your chosen topic.

Also included is Grafix Art, a basic art package. Although Silly Software admits that

this is not as powerful as Canvas, True Paint or EZ-Art Professional, it does offer all the usual graphic tools as well as 15 built-in fonts and an animation option. Grafix Art is integrated into the package and can be accessed directly from the main menu, allowing you to try out newly learned techniques without having to quit and reload. Price is £19.95.

GRAFIX



Visual art lessons from Grafix – just like being back at school, really...

Frank Charlton and Andy Curtis, who run Ad.Lib BBS (24 hours, speeds up to v34 on 0191 3702659) recently came up with an enterprising idea to raise extra funds for the BBC's Comic Relief appeal. "The Great 1995 Ad.Lib Joke-athon" was a fun event in which users submitted humorous works of art or prose to the judging panel with prizes being offered as an incentive to participate.

The event consisted of four categories: jokes, humorous prose, poetry and cartoons – the general rule was that if you made the organisers laugh, you'd win something! Users paid a minimum of £1 to enter each category and were encouraged to submit multiple entries to help the fund raising. The organisers plan to immortalise the best entries into a disk mag that will be released into the Public Domain.

As well as giving up their spare time to organise the event, Frank and Andy's contribution extended to covering the associated telephone calls and postage costs out of their own pockets.

As well as the generosity of all those who participated, a number of Atari-based companies and individuals including (in no particular order) JCA Europe Ltd, Compo Software, ST Format, 16/32 Systems, Joe Connor, FaST Club, HiSoft, Floppyshop, Gasteiner, André Willey, Ofir Gal and Denesh Bhabuta, donated software and hardware with a retail value of almost £4,000 for use as competition prizes.

It just goes to show that the Atari community can be as generous as anyone else when it comes to supporting a good cause.

COMIC RELIEF

New DeskJet range



DeskJet 540 – superb black and white printing, and colour for an extra £35.

Hewlett-Packard (01344 369222) looks set to keep its runaway lead in the inkjet printer market with the launch of a completely redesigned range of DeskJets. The entry level

model is now the DeskJet 540 which replaces the monochrome 520. Although it hasn't changed much in terms of resolution and mechanics, the case has been restyled, the firmware upgraded and a more powerful processor

installed. It also prints colour images at twice the speed it did before.

Hang on a minute! Aren't we getting monochrome and colour mixed up? Not at all – the new entry level DeskJet can be turned into a colour model with the simple addition of a £35 colour kit that includes the first cartridge! With an RRP of £275 (ex VAT) this will

put it right at the top of many ST owners' shopping lists.

The new DeskJet 540's case is much more compact than before with a slightly smaller footprint, and the control panel has been simplified to just two buttons. Swapping

a black cartridge for a colour one is easy too. As soon as you lift the lid, the carriage automatically centres itself, letting you lift the cartridge out of the holder and pop the new one straight in. Just how easy this all is in practice, we'll see next month when we bring you a full review.

Of course, the 540's colour kit makes the 560C obsolete so its replacement, the 660C, has been substantially upgraded. It now prints in monochrome at up to 600 by 600 dpi, is twice as fast as its predecessor when printing in colour and costs £460. It is aimed primarily at the business market or the demanding home user as the high resolution, coupled with HP's Resolution Enhancement Technology (RET), will give many laser printers a run for their money.

Incidentally, if that still isn't good enough for you, there's always the brand new 6ppm DeskJet 850C and colour Resolution Enhancement Technology (C-RET) at £539 or the 8ppm DeskJet 1600C at £1150. Choices, choices...

German Shows '95

Reports from CeBit and the Frankfurt Music Fair

The whole world descends on Hannover in Germany for one week in March each year to see latest developments in computing – at least, that is how it feels when you're there. In this tenth year of CeBit, more than 6,000 exhibitors from 57 countries occupied 21 exhibition halls; 314,000 square metres of exhibits and 270,000 visitors!

The Pentium and PowerPC were the dominating computer systems at this year's show. Apple Macintosh teamed up with IBM, each showing their PowerPC. Apple's newly-licensed PowerPC manufacturers, Pioneer, Power Computing Corporation and Radius, were showing their new creations running Macintosh software.

Sadly, this year there was no presence of Atari Corporation. Of course, there are no new Atari computers to show and the Jaguar is perhaps not the right product for the world's largest computer show. However, the Apple main stand in Hall 11 was the meeting point for all German Atari Software Developers and programmers. In a push to expand market share, Apple is actively supporting developers from other platforms; Apple

provided three LC630s running MagiCMac to demonstrate Atari Software. Macintosh users were amazed by the range of "new" software.

Thomas Tempelmann of Application Systems patiently explained the secrets of MagiCMac. Wilfried and Sven Behne of 2B showed the special version of NVDI for MagiCMac, and Papyrus and Calamus SL were also demonstrated, including various powerful modules for the latter. Can QuarkXPress touch up a drawing? Nope. Digital Arts was showing its range of software including its latest 7-colour publishing package: very interesting but also very specialist. These guys certainly know their stuff.

So who says the Atari market is dying? Far from it. MagiCMac has definitely caused a wave of confidence among German Atari developers and Atari users. Look out for a host of new products and upgrades from Germany.

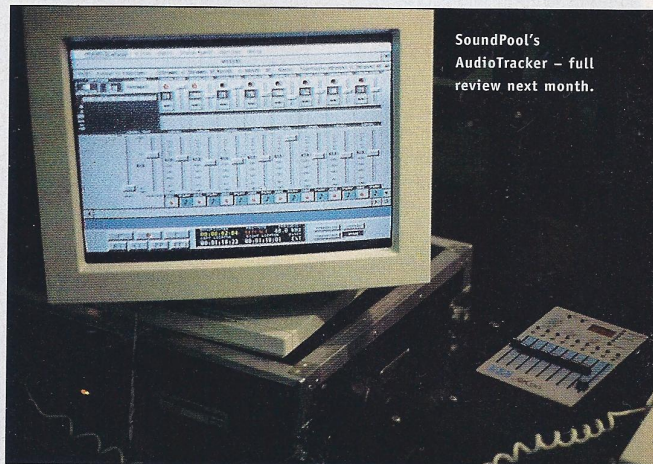
Other interesting new products were various high speed modems all running at up to 28,800bps (the V.34 standard). ISDN, the digital telephone system for data rates up to 128,000bps, is becoming popular for live computer video conferencing and wide area networking. ISDN is very

affordable in Germany with a connection fee of DM130 (about £59) and monthly charges of

DMC on the Apple Computer at CeBit courtesy of MagiCMac – who'd have ever believed it!

only DM42.10 – more expensive than a normal line, but for this you get two channels! So you can use you modem at the same time as the telephone. In the UK the connection fee alone will set you back £400. Come and join the '90s, BT.

Steinberg showed Cubase Audio for the Power PC with up to 32 tracks of 16-bit audio – if you can afford it! The Falcon is still the most affordable digital audio platform...



SoundPool's AudioTracker – full review next month.

Music time

... which brings us nicely to the Frankfurt Music Messe. This is the most important exhibition for the German and European music scene, showing new products to the trade and public.

Every year, there seem to be hundreds of exhibitors showing loudspeakers, mixing desks, microphones, studio cables and show lighting gear, so it took some time to find the really interesting bits.

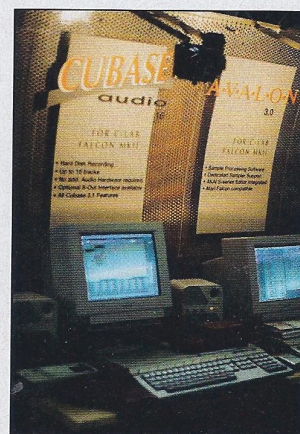
And there it was on the Steinberg stand, on show for the first time – the new C-Lab Falcon 030 MkII. It looks like the Atari Falcon but comes with some interesting new features. The analogue inputs and outputs have been re-engineered to allow line levels up to +4dB. The channel separation and signal to noise ratio have been improved and the internal hard disk is now a fast 2.5 inch 514Mb SCSI drive. The C-Lab Falcon comes with 16Mb memory as standard. A more enhanced design of the Falcon is currently being developed, and C-Lab promises a rack-mounted version in the near future.

Really exciting was the SoundPool stand. The designers and manufacturers of the well-known Falcon Digital Interface and Falcon Audio 8 interface had lots of new products for the Falcon musician, including the Audio Workstation 1. Based on a rack-mounted Falcon 030, it features all necessary add-ons for professional audio work in one unit.

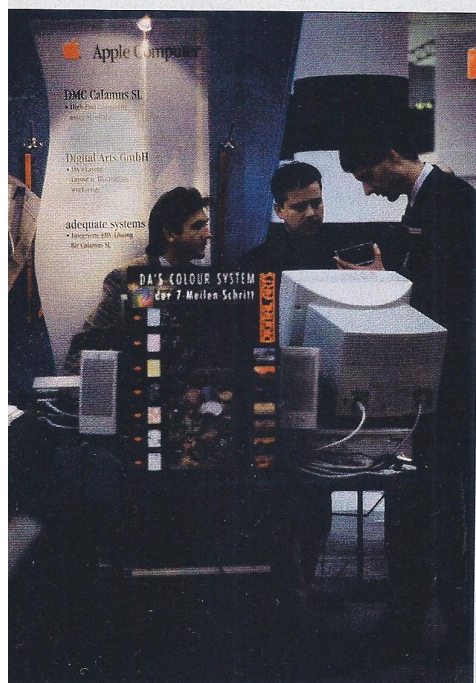
Much in demand are MIDI port expanders for the Atari computer.

The brand new MO4 connects to the parallel port and provides a further four MIDI outputs. Already compatible with AudioTracker and Cubase, and with software for Notator Logic available soon, the MO4 will cost £149.

On the DAT side, SoundPool showed the £259 SRC, which converts all sampling rates to the standard digital audio frequencies of 48, 44.1 and 32kHz, and DataDAT, back-up software for the FDI. Steinberg FDI owners can buy this separately for £39.95. AudioMaster, the digital mastering software, has been updated to version 1.5, and AudioTracker now works with MIDI automation. The mixer can be controlled by an external mixer via MIDI. Very handy this, and much faster than twiddling knobs on screen using the mouse. System Solutions are SoundPool's UK distributors.



Steinberg's stand at the MusicMesse featured C-Lab Falcons running Cubase Audio and Avalon 3.0.



TEAM



It's here! The most technically advanced game ever to hit the ST! Superb graphics, brilliant sound and innovative gameplay combine to produce the best soccer game of all time!

Featuring:
Smooth multi-directional hardware scrolling.

Unique OverScan mode expands the screen by an extra 40% to give a huge playing area.

Lightning fast screen update rate of 50 frames a second for the smoothest possible display



Detailed superbly animated blitter sprites with over 2000 frames of animation.

32 colours on screen using the STE palette.

Fully animated rowdy crowd around the pitch.

50 Khz sound effects using the STE DMA chip.

Two terrific 50 Khz DMA soundtracks - the best sound quality ever achieved on the Atari STE.

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Quite Unique...



Following the runaway success of *Obsession*, Unique Development Sweden has *SubStation* almost ready for release. The game is set in a futuristic undersea energy substation; the game begins when all communications with *SubStation* are lost and the owners enlist the help of the US Government to find out what has happened.

SubStation is a fast action arcade game in which you move around a real-time gouraud-shaded 3-D world. You can run, walk, strafe, pick up



One down – now if only I can reach that ammo clip...

items, choose between numerous weapons, open doors and move between sub-levels using elevators. Several functions such as strafe, rotate, run and fire can be performed at the same time, giving you total control of your actions.

One of *SubStation*'s unique features is the use of a special sound effects system called **Distance & Direction Audio**. This allows you to hear where the monsters are lurking. Another great feature is **MIDI Link** – up to four players, each running *SubStation*, can compete either individually or by forming two teams. *SubStation* requires an STe or Falcon with a colour display and 1Mb of memory. Control is by way of the Jaguar Power Pad or the keyboard. Release is set for May 1 and price has been fixed at £24.95. *SubStation* will be distributed in the UK by JCA Europe Ltd (01734 452416) and Merlin (01452 770135).

Tales from the Internet

When you stalk the electronic hinterland with its unconscious neural pathways and the shambolic arcing waves of data there's one thought that normally comes to mind: "it's pretty big, innit?" The Internet is huge – it has upwards of 60 million users and 4 million different sites.

Within this gigantic landscape there is something for you, the intrepid Atari user. In fact, there's a lot for you, as the Atari scene is healthy, fresh and vital on the 'Net.

More than 150 messages a day pass through the Atari newsgroups, from file requests to technical programming queries. There are massive Atari software repositories, so large that it'd be difficult to squeeze them onto five CD-ROMs. There are Atari information providers, mailing lists about Atari programming, real-time Atari chat lines and a myriad of writers, programmers, software houses and Atari owning friends to e-mail.

This month has seen a very welcome change to the

connection scheme at an important Atari software site. HENSA, at Lancaster University, had decided to run a closed door policy that excluded everyone but other academic organisations.

This was a great shame; Danesh Bhabuta, who ran the Atari section, is probably the most enthusiastic Atari fan I know. Over the past year he'd built up the software archive there into one of the best in the UK. It looked like his good work would go to waste.

But now, partly due to pressure from unhappy Atarians, there are some free FTP slots available all day (more in the evenings) and World Wide Web access is unrestricted after 8pm. You can connect to HENSA by using the FTP or gopher address, micros.hensa.ac.uk, or by using the Web URL, <http://micros.hensa.ac.uk>.

Next month I'll bring you some news from the newsgroups and take a look at one of the largest FTP sites anywhere on the 'Net.

JAGUAR

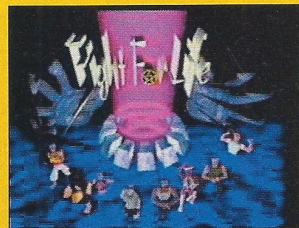


Shades of *Wing Commander*, *Tie-Fighter* and *Star Raiders* are evident in 4Play's *Battle Sphere*. Can't wait!

Tie-Fighter was one of the hottest PC entertainment releases last year and if you found yourself suffering from twinges of envy, news of *BattleSphere* for the Jaguar will lay them to rest. Although the game is not backed up by any specific licence, it draws heavily from *Star Raiders* (the play mechanics) and *Tie-Fighter* (the graphics) – *Star Wars* along with *Red Dwarf* can account for just

about everything else. The programmers are obviously complete sci-fi fanatics, so this one should be a ball.

Fight For Life, Atari's answer to *Virtua Fighter*, is also rapidly approaching release, and judging by the screen shots, it's going to be quite some game. Sega's smash has always relied very



Fight for life is influenced heavily by *Virtua Fighters*, but texture mapping makes the characters look much more realistic.

UPDATE

heavily on gameplay, so we can only hope that Atari have got this angle well covered. With François Bertrand (reportedly a member of the original VF project) on the case, it should be a real stunner. Also strong in the graphical stakes is *Hover Hunter* – a blast-'em-up set over a truly stunning three-dimensional landscape is looking equally impressive. Yeah – bring on those surround sound effects!

Quality-wise, Jaguar games are definitely heading in the right direction. *Doom* has had the best reception of any release thus far – the Internet is usually packed with conflicting reports but you'd be hard-pressed to find anything but praise for id's top-notch conversion.

Reliable information on the Jaguar CD add-on is finally begin-



Impressive three-dimensional landscapes are *Hover Hunter*'s trademark – an aggressive techno soundtrack adds to the atmosphere.

ning to trickle through official channels. The US price is set at a very reasonable \$149 and a combined Jaguar/CD system is in the pipeline. This follows on from the news that the Jaguar itself has dropped in price to \$189 (under £130 in real money). Atari are claiming that Jags are now flying out of the doors; yes, they would say that, but given the new price point it's quite possibly true...

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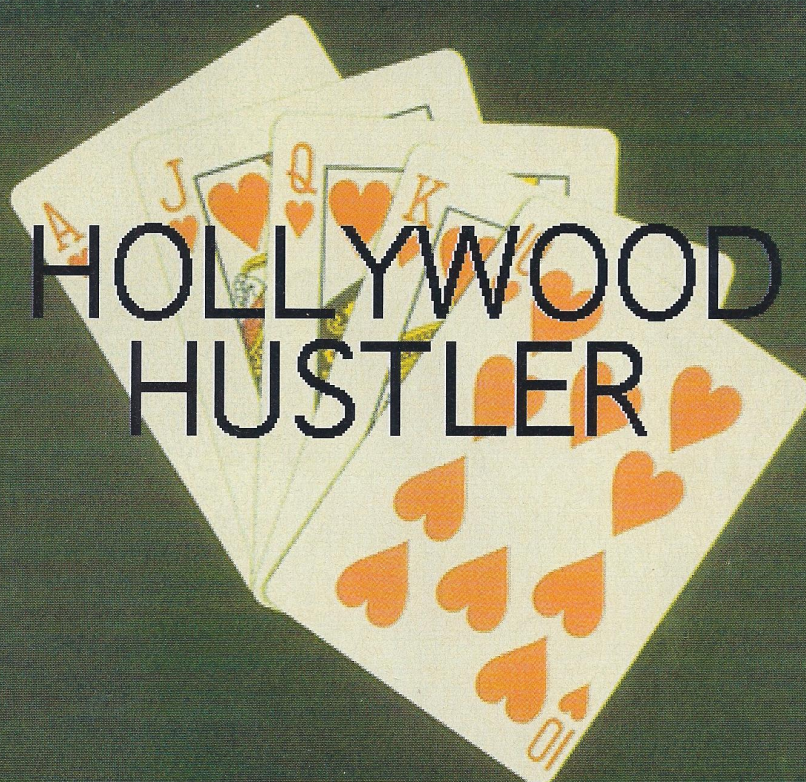
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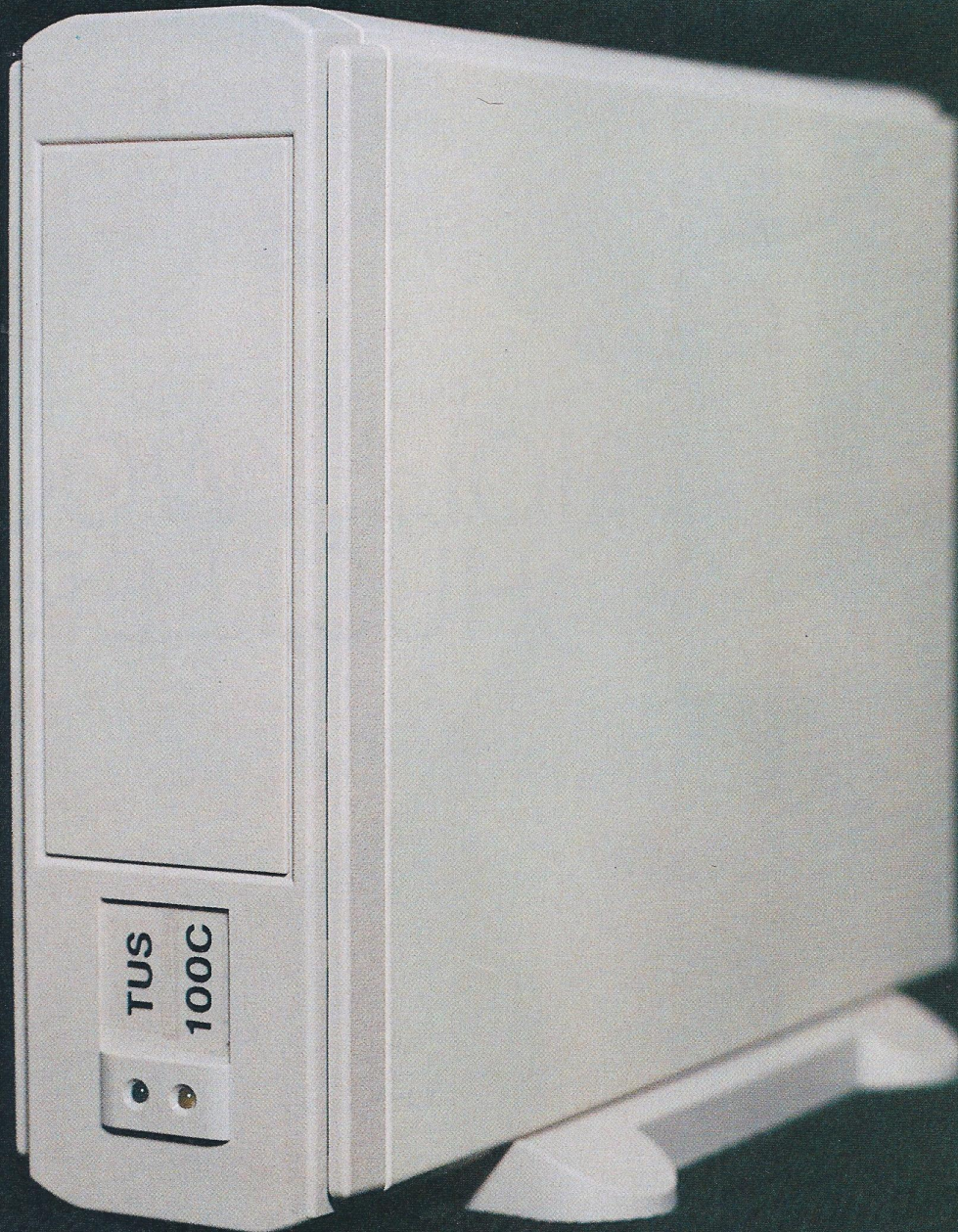
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Isn't it a Cover Disk in disguise?

No! Each Reader Disk directly supports the programs covered in the magazine. Naturally we'll be including any program listings or

related support files on the disk. Starting next month, an ST-Guide database of articles and reviews will become a regular feature.

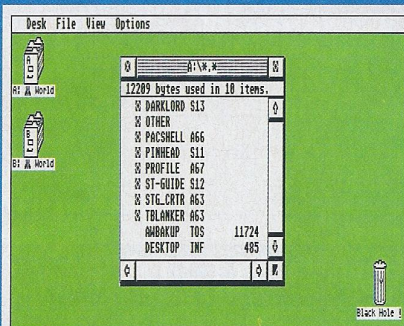
The Reader Disk also creates a vital link between the reader and the software author. Atari World will always support and encourage authors; in return, you can do your bit by supporting them. The Atari World team is in constant contact with the best Atari programmers around. This means we can keep your finger on the pulse with the latest versions, many of

which are exclusive to Atari World.

The Reader Disk costs £2.50 inclusive of post and packing – the same price as a typical PD disk. Some issues will offer two or more Reader Disks with each additional disk costing £1. For example, a three disk issue would cost £4.50 inclusive of post and packing. All with disk subscribers get any extra disks FREE!

So the choice is yours, but don't forget to check out the special subscriber deals on pages 52 and 53!

This month's Reader Disk



Everything on this month's Reader Disk is covered inside the magazines. The three character folder extension points you to the relevant page. The letter tells you whether it's in (A)tari World or ST (S)ource or Atari (P)ro, and the numbers denote the page number. For example, ST-GUIDE.S12 means ST-Guide is covered on page 12 of ST Source.

To make it easy to back up your disks, a copy of AWBAKUP.TOS, specially programmed by Ofir Gal, is included each month. Simply

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Pinhead v2.1 (ST Source p11)

Shareware • Charles F. Johnson

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PacShell v2.59 (Atari World p66)

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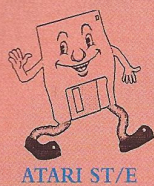
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F4859 MOSTLY HARMLESS by MJJ Prod – One of the best demos on the Falcon. Lots of special effects. Even the greetings are impressive! RGB ONLY. Needs 4 Meg.
F4861 HIGHWAY STAR DEMO by PLPL – Concentrates on the use of a new breath-taking graphic effect using beams of light, fractals and shaded bobs. You just must see this one! RGB ONLY. Needs 4 Meg.
F5023 LAMER BRAIN by The Megabusters – A great debut for The Megabusters which has a number of interesting effects. Point Of Infection – Concentrates on a new demo effect and makes good use of the DSP & CODEC chips. Both demos are RGB ONLY and need 4 Meg.

GAMES

F4579 BLACK HOLE – Arcade action with lots of digitised sound. Can you find the coins on each level that hold the key to the next? Watch out for the time bomb, though! VGA, needs 4 Meg.
F4779C STARBALL – A futuristic Pinball game with great sound, graphics and several sub-games. The HD version features several more digitised tracks than the ST version and is Falcon enhanced.
F4780C NoBI BRAINSTORM – Guide Alfred the snake around numerous levels collecting all the Yin Yang symbols. Great Fun! Needs 4 Meg.
NoBI RACING – Another Alfred the snake game! Lots more puzzles and traps and two players can take part. Needs 4 Meg.
YUKON – The best game of patience you've ever played!
F5020 ASTROPANIC '94 – A re-write of the good old fashioned Space Invaders type shoot 'em up. Needs 4 Meg. WALTZ – A bat and ball type game, similar to Arkanoid. Nanjing – A two dimensional Chinese tile game which uses six different sets of tiles.
F5022 SWITCH – Having escaped from the dungeon, you must find your way through a labyrinth operated by a system of switches and locks. Frustratingly addictive and immensely enjoyable. RGB ONLY, needs 4 Meg.

PROGRAMMING

F4784 JPEG4SRC – The complete C source and docs to the latest revision of the JPEG file format. FALCON LIBRARY – An impressive collection of well documented assembler sub-routines (Devpac 3 format) for use in your own programs. WIN LIB PRO – C source for a slick new 3D Desktop. Still under development but plenty of docs and source.
F4724 EASY GEM LIBRARY – Everything you need to add an impressive futuristic front end to your own GEM programs. Includes full sources in Pure C format.

UTILITIES

F4727 HPLJ4L – Gives you full control over all the features of the HP LASERJET 4L from within an easy to use GEM program. Lots of downloadable fonts included.
F4782 ASSIGN-ED, BMAPFIX2, SET TIME, CPXSPY, DOP-PELCLICK, EGALD, ROB'S ICON EDITOR, RSC_XPAND, ICON PAGER, WICOPAGE, ST GUIDE, E_DICT, POWER MOUSE, TERMINAL BLANKER, TOS 4 FIX, VERICARD, WHATIS.
F4862 FLOPPYSHOP CPX COLLECTION – 75 CPX files for use with XControl. This HD disk holds the entire contents of the two CPX disks in the ST section.
F4863 HEWLETT PACKARD SUPPORT DISK – Everything you'll ever need for your HP Deskjet or Laserjet printer.
F4864 SPLITTER, GREPT, GHOSTLINK, EGALD, CD LIST, MED NET, ATARI WORKS TEMPLATES.
F5002 OMEn v3.03 – The cross platform multi-tasking operating system. Please note that OMEn does not run GEM programs directly. Disk also includes the OMEn developers' kit.
F5017 CDROM XFS, CD EXAMINER, DIRECT DRIVE, PROLOCK, MEMORY2, FASTBOOT, NEORAM, NEWSPEED II, PANTHER, RSC TRANS, ZORG, UNCLE RAM, SUPERBOOT 8.1.
F5018 DESKINF, DUET, PROFILE 2, RUFTRADE, ISHAR_ED, RECIPE BOX 4.5, ROUTE FINDER 1.8.

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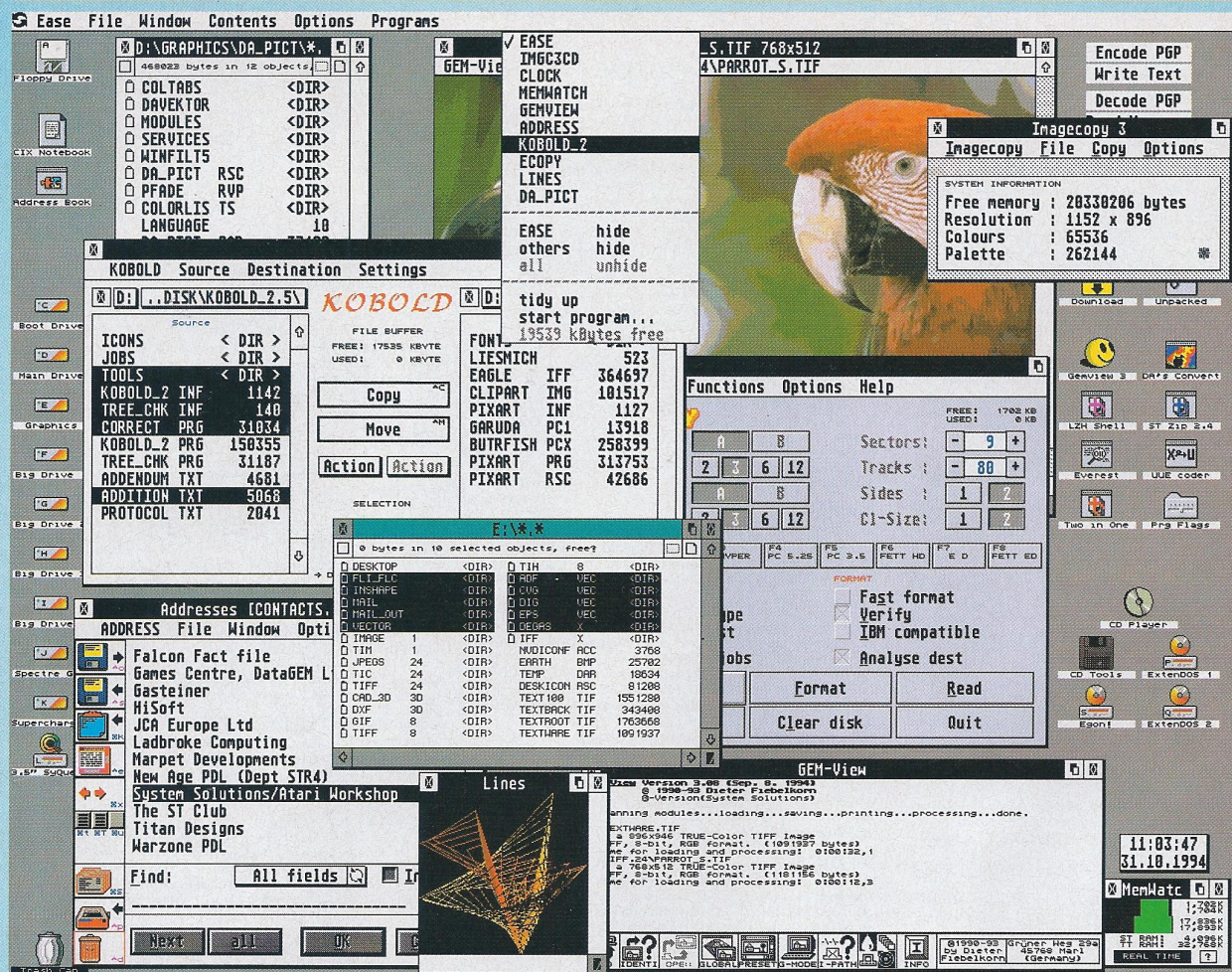
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AW Issue 1

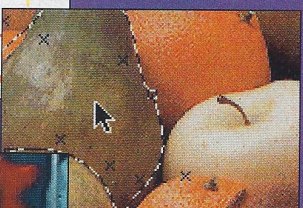
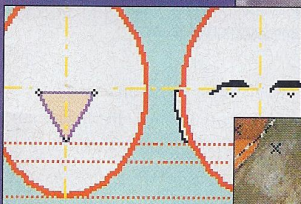
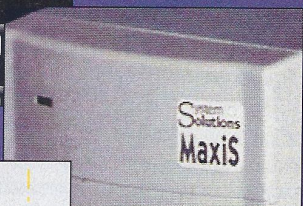
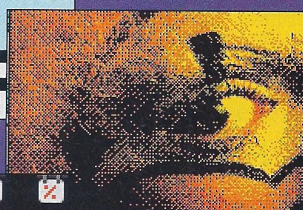
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REVIEWS

Atari World's reviews section covers all of the latest software and hardware to hit the market. This month's offerings include an exclusive preview of Positive Image, a promising new graphics program.

Inside:



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Atari World Scoring System

Each product we review (hardware, software, PD and shareware) is marked out of 10; an average product gets around 5.

A mark of 7 or 8 results in a "Buy Me" award.

If the product is in an area that interests you, then it warrants careful consideration.

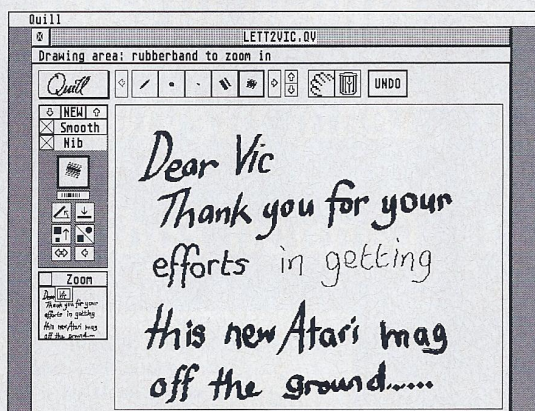
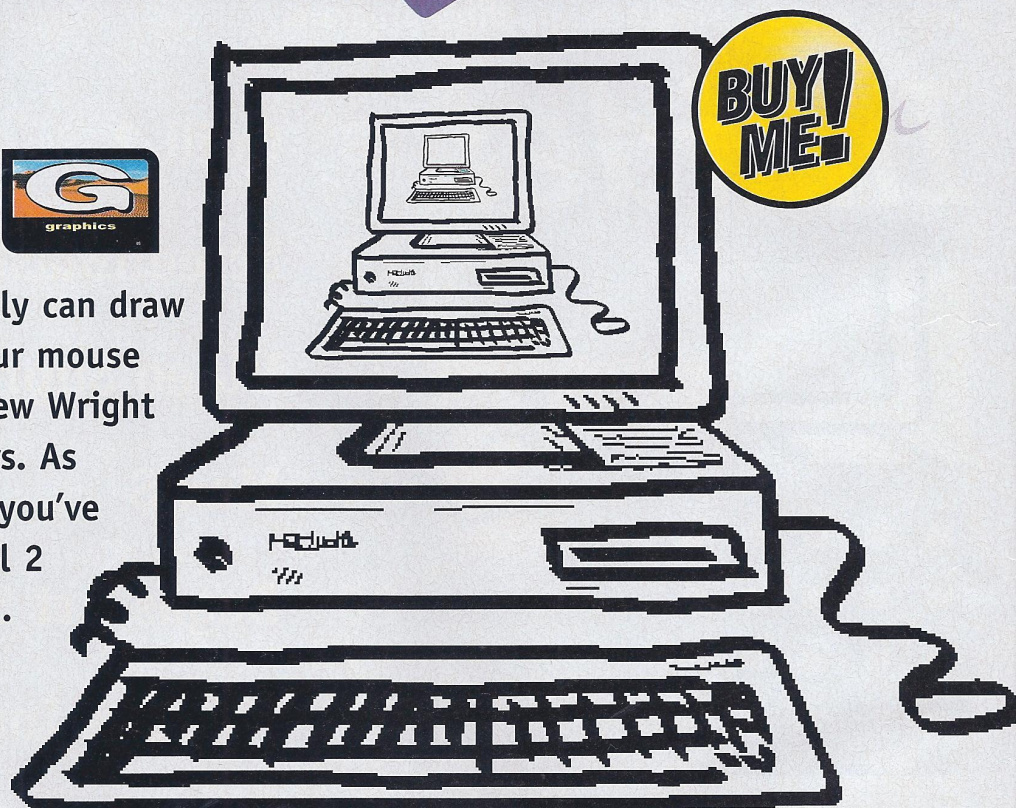
A mark of 9 or 10 receives the ultimate accolade of an "Atari World Beater" award. Such a product has been accepted by our eagle-eyed reviewers as being excellent in its class.



In for *the Quill*



You really can draw
with your mouse
as Andrew Wright
discovers. As
long as you've
got Quill 2
that is...

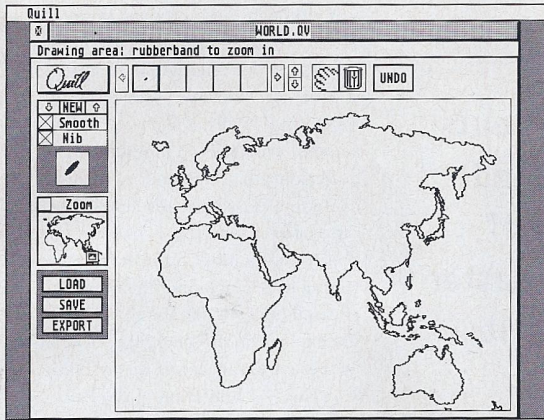


It's unlikely to double as a word processor but you never know!

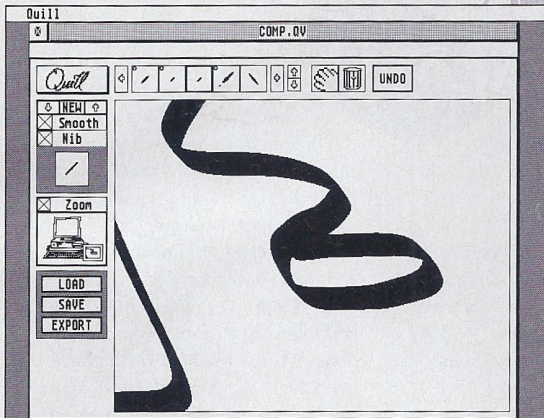
Computer graphics is becoming more and more sophisticated. You can create ultra realistic scenes in a raytracer, fake a photo of yourself shaking hands with the Queen in an image processing package or just get plain creative with natural media brushes like oils and watercolours. But can you draw a simple shape without it looking like a three year old's scribble?

Well I don't mind admitting that I can't. I can raytrace and retouch with the best of them but try to create a simple image for use as clip art and even the kids start laughing. That was before Quill came along, of course. Or to be more precise, since version 2 came along. The first version of Quill was specifically aimed at owners of the Tabby graphics tablet but Quill 2 can now be used more easily with an ordinary mouse, making it a better buy for users reluctant to spend £49.95 on a Tabby. Incidentally it also adds support for another low-cost tablet, the Wacom Artpad.

In essence Quill emulates natural drawing tools using shaped or italicised nibs and a smoothing algorithm to make the mouse behave the way you want it to and not the way it does in practice. If you've ever tried signing your name or drawing something freehand in a paint package, you'll know just what I mean.



Quill 2 is ideal for tracing when used with a graphics tablet.



Up to 16 times magnification can be achieved for fine detail.

The program is supplied with a 15-page manual with a single sheet update attached to it. The distribution disk includes some special Tabby drivers and configuration accessories as well as patch program to make it work properly with NVDI.

Down to business

Quill 2 has a functional, attractive interface with a large drawing area and some iconic tools along the top and to the left. A status window at the top provides on-line help.

To draw with Quill 2 you click on whichever pen nib you want to use and then start applying pen strokes in the main window. Each stroke is recorded on screen very much like a

vector object although you can't edit it in quite the same way.

You can alter the shape, size, angle and structure of the nib by pressing the space bar or the right mouse button and then pressing the mouse pointer on the nib icon. Clicking on rotate or squash nib allows you to move the mouse or Tabby pen until you get precisely the shape and angle that you want. You can also create and store up to 32 different nibs and they can be magnified when installed in the tool bar along the top, making them easier to see.

Drawings can be edited stroke by stroke. Although the only way to change the actual shape of a stroke is by applying

a new nib to it, you can move or delete existing strokes at any time. While a little clumsy – you have to draw a rubber band to select a stroke – it works well enough.

Quill exports drawings in bitmap IMG format, despite the vector style strokes, though you can save part-finished drawings in a proprietary format for further editing. You can specify the exact size you want the image to be, its resolution in dots per inch and whether it is to be portrait or landscape (if you want to save the entire page).

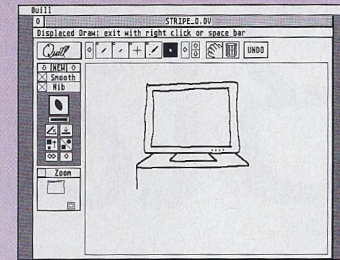
There is no print facility but with Imagecopy 3.54 or later installed as a desk accessory at the same time, direct output is possible. Note that you will need at least a 1Mb machine for this. The other alternative, of course, is to save your work and then

load a program like Imagecopy or GEM-View to print it out.

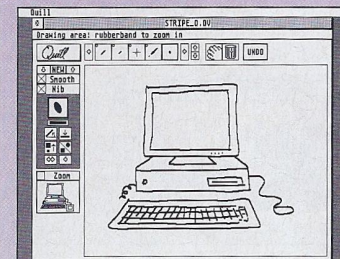
Quill 2 isn't the be-all and end-all of art packages but it does allow you to create unique things on screen. It may lack a number of features – I'd like to see colour support for example – but on the whole this should appeal to a lot of users, professionals and amateurs alike.

Step by step clip art

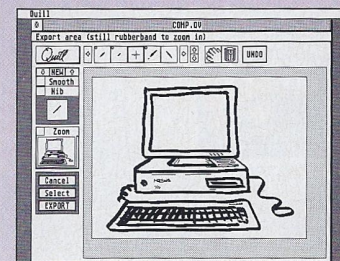
If you've ever tried hunting through a collection of clip art images looking for just the right one, you'll know how useful it would be to be able to create your own. It is much easier to draw in Quill than in ordinary paint packages because of the smoothing effect and the configurable nibs. In this example, I've drawn a computer as part of a logo for a colour brochure.



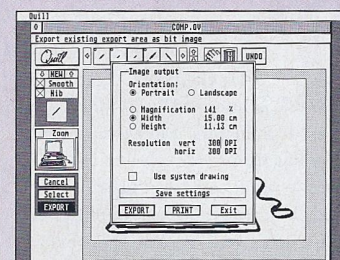
Quill makes it very easy to create clip art. Here a small rounded nib is chosen and the first few strokes of the graphic are drawn.



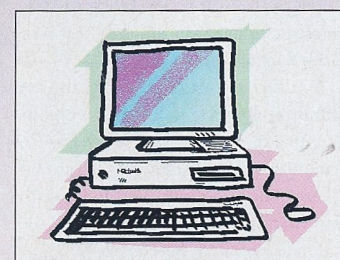
The rough and ready appearance of Quill clip art can be very attractive from a design point of view. This drawing took minutes to do. Once the drawing is complete, the nib can be tweaked for just the right effect.



Once the finishing touches have been made, it's time to export the drawing. The first thing to do is define the area of the image you want to save using the mouse.



The export dialogue box lets you specify the exact size of the image and the resolution of your printer so that it can be made to fit your requirements exactly.



The IMG file is then used as part of a colour logo created in DA's Picture.

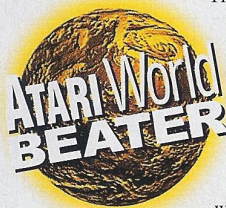
QUILL 2

Publisher: CGS Computerbild Contact: 0171 679 7307 RRP: £29.95 Requirements: Any Atari, 0.5Mb or more memory, mono or colour	Pros: Large drawing area • icon-based interface • easily configured Cons: Limited export • no direct printing • no colour
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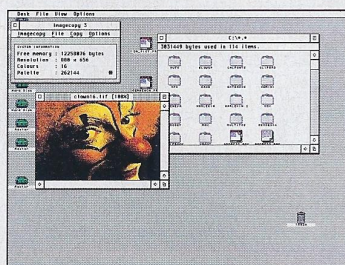
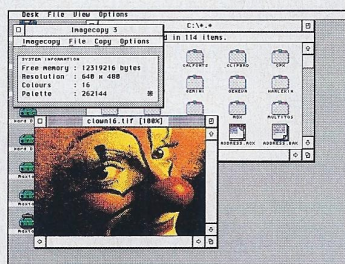
Big Blast



Ofir Gal puts the second version of ScreenBlaster through its paces.



Before and after – ScreenBlaster works by increasing the number of pixels shown on your monitor; text and icons appear smaller. The standard 640*480 resolution is above while ScreenBlaster, running at 880*656, is below.



The Falcon can display non-standard screen resolutions, but for reasons known only to Atari engineers, these capabilities are well hidden – even from programmers! But the Overscan team dug deep into undocumented areas to produce ScreenBlaster.

ScreenBlaster 2's hardware is essentially the same as version 1. A small adaptor takes power from one of the paddle ports on the left side of the keyboard and plugs into the monitor port at the back of the Falcon.

You select your monitor via the configuration dialogue box with several preset types to choose from. If your specific monitor is not listed, you should be able to select an equivalent by checking your monitor's specifications.

Once installed, ScreenBlaster reveals itself after a reboot. Just before

the desktop appears, a GEM-style dialogue box displays from which you can select the screen resolution to run at. You can choose between 2, 4, 16, 256 and true colour, with screen resolutions between 640*480 and 1280*960, depending on your monitor's capabilities. The same dialogue box appears whenever you reset or change resolutions and can be configured to a default resolution if required.

Screen resolutions

The preset resolutions for non-multiscan monitors are a little disappointing in comparison with BlowUp030, which is surprising as the Video Mode Generator is capable of creating better ones as you will see later. With a multiscan monitor you can select resolutions beyond 800*600 without any problems, although text is just too small on some 14" monitors (the maximum comfortable resolution on such a monitor is around 720*512).

ScreenBlaster can use interlacing to achieve even higher resolutions

and although these produce noticeable flicker, you may find them useful for viewing colour images. There is also support for a virtual screen of up to 3000*4000 pixels, and scrolling is very smooth, especially in mono mode.

A point that is often forgotten is that extending the screen resolution slows the system down; this is hardly noticeable in mono mode but gets very frustrating in 256 colours. The speed is affected by a combination of screen dimensions and refresh rate – the higher these are, the slower the machine.

This is a limitation of the Falcon, not ScreenBlaster!

New for two

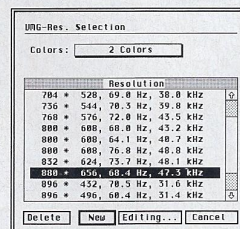
ScreenBlaster 1 was designed mainly for multiscan monitors. The preset resolutions for standard VGA and SVGA monitors were rather limited and there was no way of configuring the software to produce more useful screen modes with these cheaper monitors.

This problem has now been addressed in the form of the Video Mode Generator (VMG) which allows you to create custom screen resolutions. Written by the NVDI authors, this is certainly very powerful but complex to use as such parameters are usually the domain of hardware engineers. Yet with a little help from the manual, and thanks to a relatively friendly interface, I created a mono resolution of 912*688.

The other major improvement is in the start-up screen which is now GEM-like and uses standard pop-up menus and buttons. Also, a simple screensaver, called Screenblanker, is now included in the package. While this is very basic, simply dimming the display after a specified time of inactivity, it uses very little memory.

Verdict

The bottom line is that if you own a Falcon and a multiscan monitor, ScreenBlaster will help make you more productive. Version two's improved software simply makes the product that much more desirable.



Some of the preset resolutions available for a multiscan monitor though not all can cope with the rates and frequencies here.

SCREENBLASTER 2

Manufacturer: Overscan
UK Distribution: COMPO Software
Contact: 01487 773582
RRP: £69.99
Requirements: Falcon, 1Mb memory (more recommended), SVGA (multiscan) monitor recommended.

Pros: Well made product • reliable in use • fully configurable
Cons: Could do with more presets • Video Mode Generator is difficult to use

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Please phone or write for printer compatibility.

Text: left, right, centred, or full justification. Import text. Text attributes, bold, underline, light, normal, italic, outlined in any combination. Word wrap in frames. Columns of text easily created. Fonts can be up to 48 points high. 5 typefaces supplied.

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Extra fonts disk £5.00 inc p&p.

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now £19.99
inc p&p

DTP Ver 2.11 for ST(e),
Falcon. Med or high res.

STFormat 91%

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All from: zzSoft, 114 Sparth Road, Clayton Le Moors, Accrington, England, BB5 5QD.

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Europe airmail add £2.00, for rest of World airmail add £4.00.

PHONE your order - all major credit cards taken - 01254 386192

The screenshot displays the 'Video Supreme' title screen with a blue, pixelated background. The title 'VIDEO SUPREME' is rendered in large, 3D block letters with a red-to-blue gradient. To the left of the title is a vertical menu of settings categories: FRAME, MODE, EFFECT, MUSIC, and PAUSE. Each category has a corresponding sub-menu with various options and controls. To the right of the title is an 'INFORMATION' box containing the game's title, version, and copyright information. The overall aesthetic is retro and pixelated.

FRAME
001
- + I O

LOAD SEQUENCE **SEQUENCE NAME** **SAVE SEQUENCE**

MODE
SCREEN
DISPLAY
DISSOLVE

SCREEN
SELECT

LOAD SCREEN **TRY FRAME** **QUIT**

LOADED SCREEN **PLAY SEQUENCE**

EFFECT
PIXELS
- + - +

EFFECT **PIXELS**

INFORMATION
VIDEO SUPREME
VERSION 2.0
(C) SCOTT KING 1994

MUSIC **VU**
SAMPLE
SCROLLINE

OPTIONS
MUSIC
SAMPLE
SCROLLINE

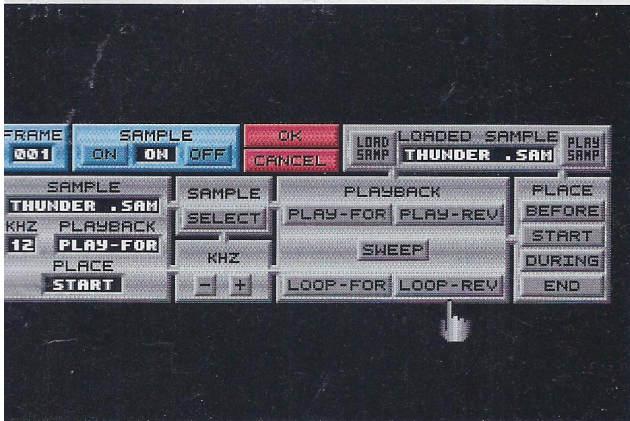
PAUSE
- + **KEY**

VIDEO SUPREME



FRAME	MUSIC	SELECT MUSIC ON/OFF
FRAME NUMBER	MUSIC NAME	MUSIC ON/OFF
PLAYBACK MODE	SELECT	MUSIC FILE
SELECT PLAYBACK MODE	LOADED MUSIC	LOADED MUSIC FILE
SELECT OFFSET	LOAD	LOAD MUSIC FILE
SELECT MUSIC NUMBER	PLAY	WHEN TO PLAY
MUSIC NUMBER	TIMER	LOADED MUSIC
WHEN TO PLAY MUSIC	WHEN TO START PLAYING MUSIC	WHEN TO START PLAYING MUSIC
SELECT FRAME TO PLAY MUSIC	SELECT WHEN TO START PLAYING MUSIC	EXIT
SELECT MUSIC FRAMES TO PLAY MUSIC		

Winner



add time delays and samples or music, and test each frame individually.

From the main menu screen in the Editor you can access three smaller screens to handle samples, music and fonts and apply more settings and effects. For fonts you can tell the program where to start the message (contained in a text file) scrolling across the screen, at what speed and width. There aren't that many fonts supplied with the package and some are hard to read but the bar font is superb – I love it!

The music screen offers a number of options, mainly revolving around how and when it should be played during the frame cycle. This is important because you might want a drum roll to start while a screen appears, for example, or a thunderclap to coincide with a flash of lightning. There is also an option to flash colours when the music plays. The sample screen gives similar control over sampled sound. The program recognises 19 different packed file formats and there is a separate Music Player module for testing and timing them.

Next comes the Frame Creator, a clever little gadget that lets you create semi-automatic animations and effects similar to morphing. For example, you add a screen to the list, select an effect such as zoom and the next four frames are created by repeatedly zooming in on the original. The four new screens are then saved to disk. The warp effect lets you wrap an image around a shape and can be used to create things like spinning globes. Digitised or scanned images with more than 16 colours can also be imported and are turned into

If you've got a sampler cartridge you could even add your own voice to the intro.

The file selector. No comment – absolutely no comment...

greyscales but keeping back half the palette for overlays.

Another module, the Sequence Preparer, is used for putting together sequences on disk and specifying how they behave. A freeware runner program is supplied so you can give away your work. There is also a Quick-Try module that controls sequences while playing to video or plays sequences with large samples that can't be replayed in the Editor due to lack of memory.

Verdict

The interface is pure STOS and about as non-standard as you can get. There are two different file selectors and they're as bad as each other – I'd much prefer the standard GEM one but at least the custom versions make life a little easier when tracking down samples and screens. One thing about the interface as a whole though – it's almost entirely mouse driven so you can be up and running in no time at all. Incidentally, the sixth module is a Help one with annotated screens for those who do find it difficult. Useful that, especially as the manual is a bit of a disappointment; in 88 pages there isn't a single screenshot so you've got to wade through with the program running to have a chance of understanding what's going on.

Video Supreme 2 isn't a total solution – you need an art package to create the screens in the first place and a sampler for recording speech and other



£99.99

Adapter includes Sound*

*STE output is very quiet. Speakers recommended.



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Trust Monochrome £99.99

This 14" SVGA Monitor has a tilt swivel stand and Flat screen. This monitor is true high resolution and is fully compatible with all High resolution monochrome programmes. The included adapter provides sound via a piezo electric beeper or a 3.5mm line out jack.

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Soundwave 30 Speakers £24.99

25 Watt mains powered speakers with bass/treble control. Includes 3.5mm connector.

Microvitec 1438 £289.99

This 14" multisync monitor can be used with the ST or Falcon with the relevant adapter.

Falcon VGA Adaptor £9.99

ST Multisync Switchbox £14.99



Soundwave 30
£24.99



Soundwave 10
£44.99

Trust FAX Modem

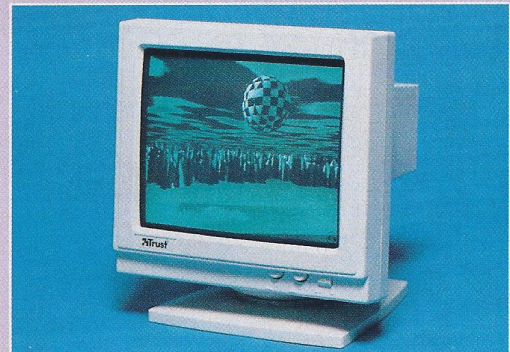


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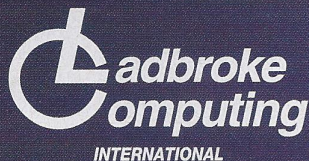
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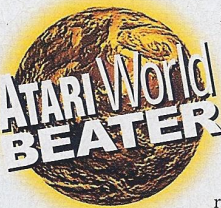
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From Mini to Maxi

Hot on the heels of its award-winning MiniS hard drive, System Solutions heads for the big time. Ofir Gal follows...

Hard drives are big business now, and System Solutions has just unleashed its latest model – the MaxiS. The package includes the excellent HD Driver hard disk software, well known for its speed and reliability, and an optional host adapter for ST owners.

The MaxiS is slightly larger than the MiniS and is made of metal rather than plastic. The unit is designed to stand upright and measures just 250 x 150 x 75mm. Usefully, it is capable of housing two 3.5" height drives. System Solutions has various configurations on offer ranging from 120MB to 4.3GB standard fixed drives, as well as removable drives using either SyQuest or



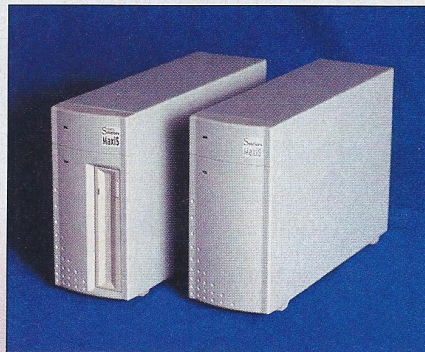
The MaxiS holds two 3.5" units – hard disk or removable.

Magneto-Optical technology.

You can even have a combination of the two, which is ideal for backing up the data from the fixed drive to the removable. All drives are of the best quality from Quantum, Micropolis and Fujitsu. AV drives, suitable for hard disk recording, are also available.

A quiet fan is built into the unit with an optional heat sensor to control fan speed. The MaxiS features a power-on light and an

activity indicator. Two SCSI ID selectors are located at the back along with a dual SCSI port and a power switch. The ability to add a second device is a definite winner that will save you money in the long run. Drives come formatted, partitioned and ready to use. Yep – looks like another winner.



MAXIS	
Manufacturer: System Solutions Contact: 0181-693 3355 RRP: From £229 for 120MB unit (add £40 for Translator) Requirements: Any Atari computer	Pros: Sleek and modern design • can house two drives • excellent software Cons: More expensive than the MiniS

Degasart 3

Andrew Wright brushes up on his art with a new tutorial package.

If you've ever seen all those wonderful computer graphics in game intros and demos and wondered why your own masterpieces look nothing like them, Degasart might just interest you.

Degasart is the third in a series of graphics tutorials aimed specifically at ST owners. It shows you how to make the most of a 16 colour system, use patterns and so on to create the impression of more colours and how to do things like anti-aliasing, dithering,



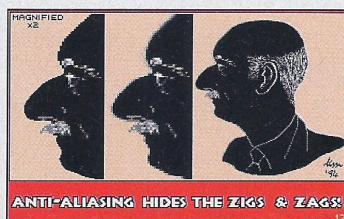
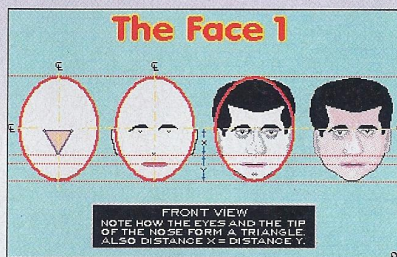
Drawing a face is easy when you know how...

colour-cycling, random and repeat patterns. It also devotes plenty of time to showing you how to create lifelike scenes, draw people and objects and to work with text. Although based around Degas Elite it isn't necessary to own that particular paint program as the hints, tips and techniques are all universal.

Although you don't need disks 1 and 2 in the series either, disk 3 contains a number of references to earlier tutorials

so it might be worth considering going for the full set. Each disk contains 40 images and tutorial screens plus related text and the two media are linked using a hypertext-style viewing utility. There are also 14 GDOS fonts included ready for use in Degas – complete with the right ASSIGN.SYS files.

Many of the lessons in Degasart 3 revolve around text effects using GDOS and SpeedoGDOS fonts. Other specific topics include figure drawing, construction of faces, using grids to copy images from other sources and how to fine tune parts of an image using anti-aliasing and smoothing. The text is a little light and some lessons rely too heavily on example rather than real instruction. On the other hand, the author certainly knows his stuff. If you don't, this looks like an excellent way to start.



Anti-aliasing is the only way to beat those jaggies.

DEGASART 3	
Publisher: Floppyshop Contact: 01224 586208 RRP: £15 (for 1-3); £8 for 3 only Requirements: Any Atari, 0.5Mb or more memory, medium resolution	Pros: Something for everyone • point and click access Cons: No in-depth explanation

The screenshot shows a classic Macintosh desktop environment. The top menu bar includes 'Desk', 'File', 'Edit', and 'Image'. The main window, titled 'FRUIT.IMG', displays a vibrant image of various fruits including a pineapple, oranges, pears, and a cantaloupe. A 'Convert Image' dialog box is open in the foreground, offering options for 'Monochrome', '256 Colour', 'Greyscale', and 'TrueColour'. The '256 Colour' option is selected. The dialog also features 'OK' and 'Cancel' buttons. To the right of the main window is a 'toolbar' with icons for various image editing functions. The overall aesthetic is that of a 1980s or early 1990s personal computer interface.

Despite some niggles, Positive Image is shaping up into a solid contender in the budget image processing market. The package is rough at the edges right now – which is only to be expected at this stage – but a few features have yet to be added and the vital signs are looking good.

[illegible]

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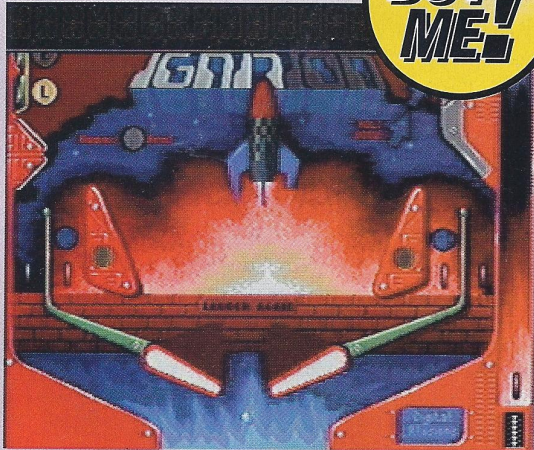
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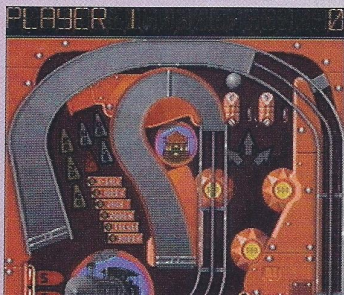
Pinball has a special place in the heart of every arcade fanatic and one game has become synonymous with authentic ball-bouncing action – Pinball Dreams on the Amiga. Before its initial release several years ago, nobody imagined that a computer game could capture so much original atmosphere – in fact it pretty well re-defined the genre. After months of rumours, a finished Pinball Dreams for the Falcon is finally with us in the flesh. Let the nostalgia fest commence!

Pinball Dreams is very much a traditional affair, and each of the tables look as though they've been dragged directly from a '70s arcade. Four tables make up the game, each with a specific theme and goals. Ignition is set in space, Steel Wheels takes you on a trip into the Wild West and Beat Box uses music as its theme while Nightmare is thoroughly sinister, in both looks and atmosphere.

Space travel is the theme of Ignition – light all of the letters to net an extra ball!

Evil sound effects and sombre graphics contribute to the atmosphere of the Nightmare table.

The sound effects play a big part in Pinball Dreams – all are themed to suit the tables.



Obsession's first real challenger has arrived in the form of Pinball Dreams. Armed with a healthy collection of Tommy lyrics, Nial Grimes gets down to serious pinball...

Simplicity has always been pinball's main strength and Pinball Dreams continues the tradition: new players can bash the ball-bearing around while seasoned hacks can go for the big bonuses. Of course, there isn't much to aim for beyond a truly enormous score and a free ball, but that's never posed much of a problem for original arcade fans.

In terms of control, the Shift keys become flipper buttons and you can give the table a nudge by prodding the space bar. A good dose of caution is needed, though, because too many nudges lead to a penalty and the flippers pack up. And no, the Falcon can't remove you forcefully from the room!

Lots of gloss

Enough gloss has been added to make the whole experience enjoyable. Useful messages scroll across an authentic display and graphically it's nicely done, although not up to Obsession standards.

The sonics also back up the atmosphere of the tables well, from the bubbly music that trickles along behind Steel Wheels, to the menacing tune used in Nightmare. Evidently, these have been ported directly from the Amiga, but the quality is reasonably good. Unfortunately, some parts of the game are marred by a slight crackle

from the speakers. Additionally, the current version of the game only runs on RGB monitors, but a VGA release should be available by the time you read this review. Let's hope they ditch the manual protection.

Pinball Dreams is about as close as you can get to a traditional pinball experience on the Falcon. Waves of nostalgia come flooding back as you get quickly sucked into addiction and it is very playable. If Obsession hadn't already taken the world by storm, we would be looking at a winner. However, the fact that the STe can perform similar – and better – tricks does take the edge off the encounter, and you're left with the nagging feeling that Obsession on the Falcon is going to offer more. Even so, it is a quality game and given a few plays, you are going to have trouble stopping those flipper fingers...



PINBALL DREAMS	
Publisher: 21st Century Entertainment UK Distribution: 16/32 Contact: (01634) 710788 RRP: £24 Requirements: Atari Falcon030, RGB monitor (check regarding VGA)	Pros: Traditional gameplay • good play mechanics • slick gameplay Cons: Slightly flawed sound • not an Obsession beater • manual protection

Captain Sensible

A good view of the pitch is used and the players are nicely animated despite their size.

Impact Software's Sensi-bashing soccer game has a mud-caked Nial Grimes checking out virtual cheer-leaders...



overhead approach with a nice large view of the pitch. The fire button forces a player to pass or tackle in the usual fashion and the player nearest the ball is always under joystick control.

Only in one area does the game deviate from the standard formula. Instead of kicking the ball and then deciding where you want it to go, Team forces you to decide as you press the fire

carefully pushed into the screen borders. Digitised thwacks and thuds rise above the noise of the crowd and add atmosphere to the game and the title music is equally impressive.

Goal!

Team is unashamed in its attempt to blow Sensi out of the water and in some ways it succeeds; you've got a game that plays well, and is backed up by enough technical achievements to give the Terminator 2 team the frights. Impact is currently adding a few finishing touches; by the time the game hits the shelves next month, it should boast weather conditions, a kit design studio and several other auxiliary features – league and cup competitions among them. The game is happy to run on

Kick Off changed the face of gaming – there is no question about it. Nothing before had captured the sheer excitement of sport on screen and it's still one of the best ST games ever released. The basic Kick Off ethos of fast action and a good view of the pitch was continued by Sensible Soccer, which has remained the undisputed king of ST soccer games; until now, we are told. Yes, Impact really do believe they have created a game that will blitz Sensible.

But Team is more than just a Sensi-wannabe – it's been written for the STe from the ground up, and oozes class from every pore. I won't bore you with too many technical specifications, but suffice to say that the scrolling is smoother than a politician's patter and is backed up by sound effects running at a full 50kHz – your STe just can't do any better than that.

Dribble, dribble, dribble

Anybody who has played Sensi or Kick-Off will be immediately at home with Team's format. It uses the standard

Team is more realistic than Sensible Soccer, and the new system can take some time to get used to.

The crowd react loudly to any exciting play and are tightly animated for a life-like effect.

button – a realistic system that does take some getting used to. The play environment has been lavished with similar attention. Never does a low ball pass through players and you can forget about that ballistic kick going into the net – it will simply sail over the bar as it ought to. Try hard enough and you can even bounce the ball off the cross bar, in true world cup style. Overall, the gameplay is more true to life than Sensible, but it's also slightly more complicated – I'll let you decide whether that's a good thing or not.

The graphics slide neatly into place behind these play-mechanics. Look closely and you'll notice that the well-animated sprites are slightly bigger than those used by Sensible, but you see no less of the pitch because it has been



The gameplay is fluid and fast thanks to the STe's hardware scrolling abilities.

both the STe and Falcon, but a Falcon-enhanced version will be released later in the year.

Team is shaping up into a hot product. The technical aspects of the game are beautifully done and push the STe to the point of destruction. Here's hoping that Impact can squeeze enough features around the edges to send Sensible and Kick Off into the relegation zone.

TEAM

Publisher: Impact Software
Contact: 01280 850450
RRP: £24.95
Expected Release: April '95
Requirements: STe, TT or Falcon030, 1Mb of memory.

Cannon Fodder

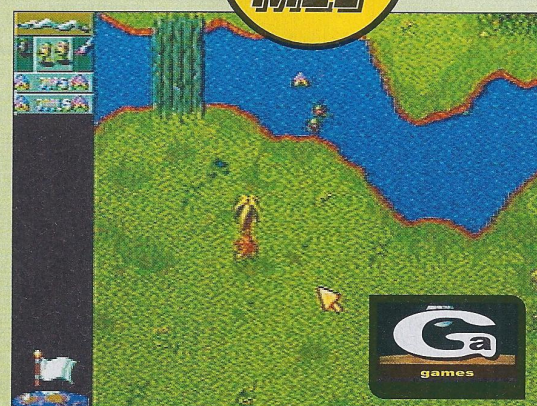
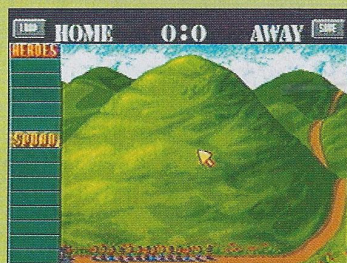
The irreverently titled Cannon Fodder finds its way onto the Jag. Iain Laskey marshalls his little men and gives them their marching orders...

Cannon Fodder is the very first Jaguar title from Virgin and as it has been released on just about every other platform – including the ST – it needs little introduction. When you first start the game, you are treated to a bouncy theme song that is rather reminiscent of Ace of Base. Press the fire button and the military mayhem begins.

The game consists of 24 missions, each with up to 6 phases. Each mission requires you to destroy various targets in order to finish and, once you're through, you can save your current position. With so many missions to get through, this is definitely essential.

You start off armed with machine guns but you can bolster up your kit with the grenades and bazookas you pick up along the way. These can be a bit hard to use in the heat of battle though, requiring you to hold button B while pressing button C. As in real life, you've got to be cool under fire.

Each enemy soldier is dispatched with a blood curdling variety of screams and groans and even the buildings explode with satisfying amounts of flame and debris. Later missions add new features including a variety of vehicles. These are a bit tougher to kill although you can always board them yourself and turn the tables on the



enemy. If you're lucky you can find the Supa Dupa Boostas which add such cute things as heat seeking missiles and bullet-proof vests for your troops.

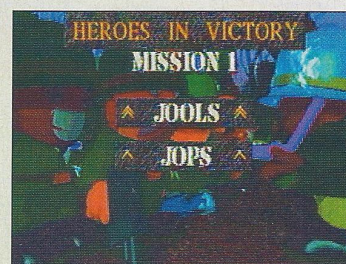
There are five different terrain types: jungle, arctic waste, desert, moorlands and underground. Each has its own set of features and traps. The enemy comes in different varieties too. It can be embarrassing to pick on a single enemy with your team, only to find he's armed with a bazooka or grenades.

The graphics are small but detailed with lots of humorous animations as dead bodies bounce around, exploding trees fly across the screen and your victorious troops jump up and down.

The sound is excellent from the intro tune to the various background noises like trickling water, howling wind and the jungle

A line of eager recruits await your instructions at Boot Hill – poor beggars!

Promotions are handed out at the end of each level and the manual includes a key to the ranks.



cacophony. The graphics seem to be unchanged from the computer versions. The shading is fairly coarse with few colours being used. Even the ray-traced stills look like they haven't been updated. The Jaguar is capable of much better than this – it's a pity Virgin didn't see fit to improve the graphics.

I found the controls a bit tricky at first though things improved after a while. It really gets frustrating when your troops get stuck behind an obstacle and you have to fiddle about trying to get the right angle to free them again. On the whole, I still think the game is more suited to control by mouse.

Verdict

Where this game really scores is in the "just one more go" stakes. Every time you die, you just know you can do better next time. Each level adds new features and when trip wires blow you up, you just have to try again until you find the best way to complete it.

Cannon Fodder won't get top marks for its ported graphics but when it comes to sheer addictive gameplay, it's a thoroughbred. It isn't a game that'll have your friends oohing and aahing but when they do come round to see it, they won't be moving on in a hurry...



CANNON FODDER	
Publisher: Virgin Interactive Entertainment (Europe) Ltd. Contact: 0181 960 9900 RRP: £49.99 Requirements: Atari Jaguar	Pros: Addictive gameplay • cute tune • good sound effects Cons: Graphics could be better • sprites too small

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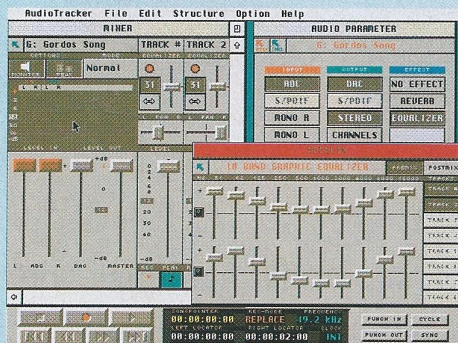
- Which German company has just launched a Falcon Mk II?
- Which other German company produces Cubase Audio?

The answers to both questions can be found within the pages of **Atari Pro**.

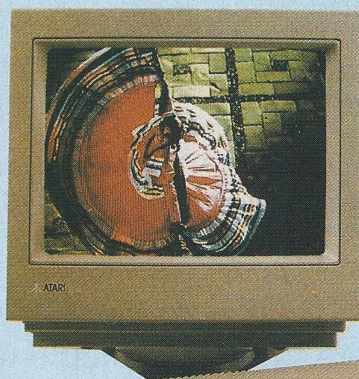
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Now turn to page 44, write the answers in the “Falcon” box, fill in the survey and send it back to us!

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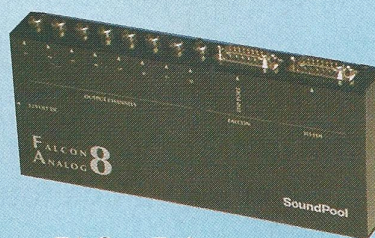
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MagiC



"If you want a multitasking system that works simply and reliably, then MagiC is for you."
ST Review, June 1994.

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"It's like running an accelerator and getting the multitasking thrown in for free."

ST User, February 1994

MagiC (RRP £69.95) Intro Price £59.95
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NB: Excellent with Calamus SL. Compatible with Notator Logic, but not with Notator SL and not yet compatible with Cubase.

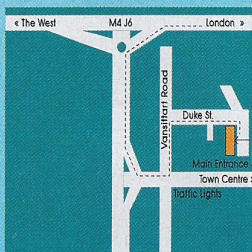
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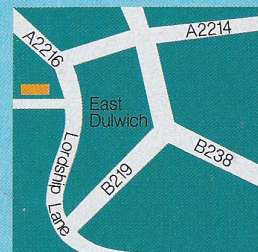


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Kobold



This High Speed File Manager gives unbelievable speed. Copies 1000 files (10Mb) in 45sec (GEMDOS 5:35min!). Use Kobold for backing up; formatting floppies (DD,HD,ED); move, copy and delete files; use the learn function to automate repetitive jobs. Ease calls Kobold automatically for all desktop file and floppy operations.

Kobold 2.5 (RRP £59.95)

ATARI WORLD LAUNCH OFFER
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Ease



ST FORMAT Awarded 97%

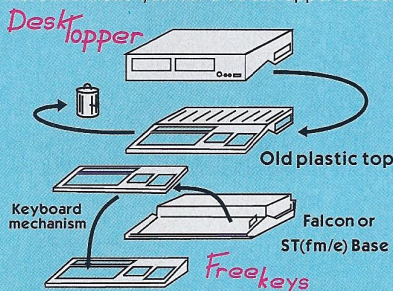
Use your Atari with EASE. Replace the old Atari Desktop. This program could not be more appropriately named. The right click replaces the double click. Iconize windows for instant access to groups of files. Ease is aware of multitasking and comes with a sophisticated Colour Icon Editor. Works on any ST, all TOS versions, and with any display and graphic card.

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No space for accelerators, TOS boards, hard disks, graphic cards and PC emulators? Convert your Atari into a desktop computer with more space. Simply replace your plastic top with the DeskTopper and fit your keyboard into FreeKeys (or replace with a PC Keyboard using AT-Key). For more information, ask for the DeskTopper leaflet.



DeskTopper - ST(FM/e)/Falcon £69.95
FreeKeys £39.95
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Cherry Keyboard £29.95
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Tired of waiting for your computer? Then speed it up with a 28Mhz processor. The T28 accelerator is now available for STe and STFM computers. Compatible with Cubase and Notator Logic.

Available Now: The MultiBoard, a TOS2.06 IDE and graphic adaptor with 2-8Mb memory expansion.
T28 - with 64Kb cache for STFM/MegaST £179.00
T28e - with 64Kb cache for STe £199.00
MultiBoard £149.00
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SCSI Drives



Best Hard Drive 1994 - ST Review Christmas '94
MiniS hard drives are full SCSI systems, hardware compatible with all Atari, Amiga, Mac and PC computers. They are unrivalled in size, low noise, speed and style. The ST(FM/e) version comes with The Translator. Please add £20.00 if you prefer the ICD Link II adaptor. HD Driver will be included FREE (except ICD Link systems).

Gold Award of 93% - ST Format Feb. '94

Essential Buy of 92% - ST Review Christmas '93

★ Quiet fan ★ Internal Power Supply 100-240V
★ 2 Year Warranty ★ Small (2.5x6x8.5") (WxHxD)
★ Dual SCSI Port ★ Device Number Switch

		TT/Falcon	ST(FM/e)
120Mb	Quantum	£209.00	£249.00
170Mb	Quantum	£239.00	£279.00
270Mb	Quantum	£259.00	£299.00
360Mb	Quantum	£289.00	£329.00
540Mb	Quantum	£339.00	£379.00
730Mb	Quantum	£389.00	£429.00
1Gb	Micropolis	£599.00	£639.00
1.7GbAV	Micropolis	£899.00	
2GbAV	Micropolis	£1195.00	
4.3GbAV	Micropolis	£1995.00	

CD-Roms



CD Rom drive systems complete with ExtenDOS, for the Falcon with SCSI II Cable, or TT £289.00
for the ST(FM/e) with Translator £339.00

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ExtenDOS Pro v2 with music CD player £39.95
NEW - Atari Mega Archive, Volume 2, April 95
1.9 Gigabytes of Compressed Data (UK) £24.95
Gemini (Atari PD/Shareware) (US) £24.95
Alpha/Whiteline - PD/Shareware £39.95
Skyline - PD/Shareware £24.95
Bingo - Vol 1 - PD/Shareware £19.95
WOW! - More Shareware, and clip art £19.95
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Bingo, WOW! and Publishers Source £39.95

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Prices include VAT and may change without notice - UK P&P £3.95 - Multiple or large items, add £10 courier. E&OE

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ATARI
WORKSHOP

ST: The Next

Do you want to unleash the full potential of your machine? Nial Grimes slips into his Star Trek costume and investigates the software and hardware that can change the face of your ST – full ahead both Mr. Sulu...

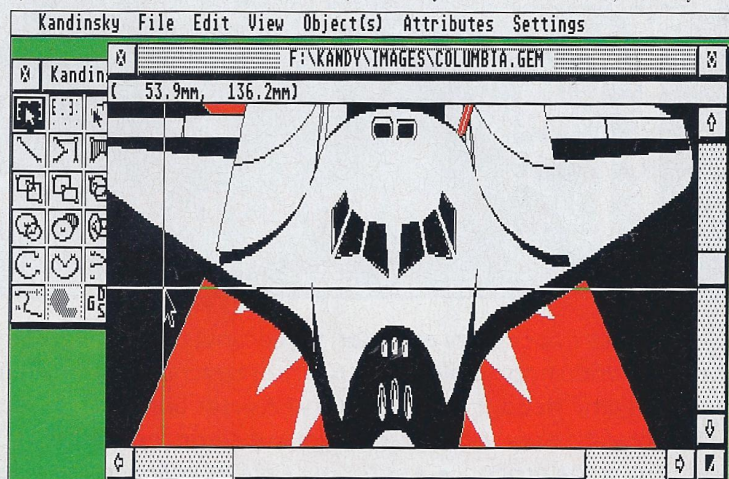
The quality of modern shareware is astonishing – Kandinsky is up with the pros in terms of features.

A timeless design is extremely difficult to achieve, but Atari struck gold when they dreamt up the ST. In many ways, it's the Volkswagen Beetle of the computer world – a little quirky by modern standards, but still a remarkably usable machine. This long-term success is largely thanks to an efficient hardware design and an uncomplicated operating system. After all, the ST featured a fast,

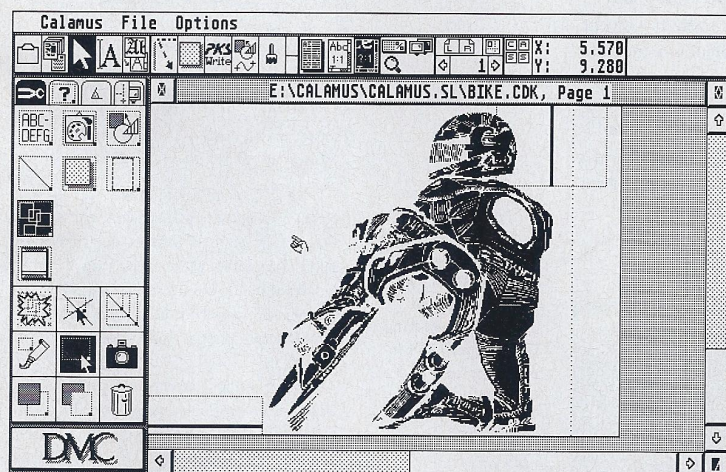
bitmapped screen display while PCs were still wallowing in the depths of text-based graphics adapters.

The ST's operating system (known as TOS) also lacks the baggage carried by its peers. This has a lot of benefits to the home user – if you don't need font support, there's no need to waste memory on SpeedoGDOS and much the same applies to networking and so on. All of these features can be easily bolted on to the ST, but they

"You don't need to spend anywhere near £100 on software to have a good time"



Generation....



don't guzzle valuable speed, memory and disk space when you don't need them.

This all adds up to a design that still has a lot to offer after ten years of active service. Even if you are getting itchy feet, there are plenty of ways to rejuvenate an older ST and keep it on top of the job in hand; and you'll be surprised at how little the whole operation can cost...

Introducing the hard line...

The words "computer" and "hardware" usually inspire thoughts of hire purchase and a healthy overdraft facility but, surprisingly, there are plenty of

hardware buys that don't demand mountains of cash. Even something as simple as a second floppy drive doubles the storage available to your applications and makes a huge difference when using software such as Timeworks. Brain-numbing disk swaps are a thing of the past and when it comes to smaller applications, your program and data disk are instantly available at any time. External floppy drives are easy to come by, but Ladbroke Computing's Zydec drive is well worth investigation at around the £50 mark.

If you find yourself using the ST's business personality more and more often, there are two hardware options

Given the right upgrades, an ST can even run Calamus SL, and software doesn't come much more powerful than that!

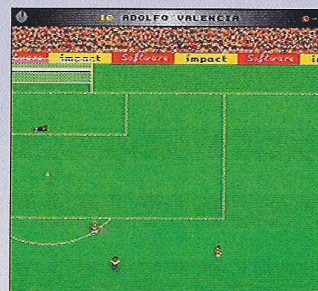
Games galore!

Games no longer form the backbone of the ST scene, and the market has shrunk considerably over the past few years. But this lull has stirred some independent producers into action and we've seen a steady stream of outstanding quality titles appear. STe owners have been regaled by Obsession – a truly outstanding pinball extravaganza – and shortly Team will hit the market, boasting similar support for the "e".



Budgie's entire range of games, including the excellent Douglas Rockmoor, is now available at PD prices.

Owners of standard STfMs can also turn to budget software for entertainment. Many of yesteryear's classics are available at outstandingly low prices and you can be sure that all play just as well as the day they were released. Added to that, Budgie's entire collection of licencedware games has recently been re-released as freeware (the distributors remain the same). This means that games such as Douglas Rockmoor are available at rock bottom prices (if you'll excuse the pun). Others aren't quite as memorable, but your PD library should be able to point you in the right direction.



Team is just one example of the quality games that are now appearing on the STe.

Hardware Recommendations

A little money spent on hardware can improve your ST drastically. Check out this little lot...

Budget

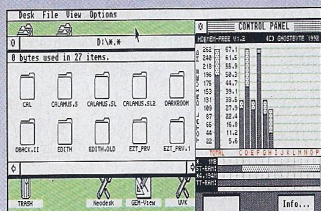
Second floppy drive A second floppy can't compare with a hard drive in terms of storage capacity, but it can still save a remarkable amount of disk swapping. Desktop copying becomes a pleasure and Timeworks is transformed – all for £50.

Mid-range

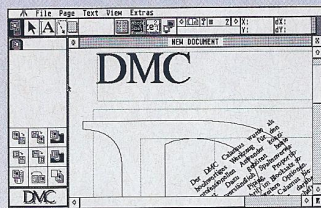
High resolution monitor If you spend any amount of time in front of your ST, a high resolution monitor is well worth the dosh. The greater definition and clarity are well worth the £120 or so.

Professional

Hard drive Almost any hard drive will transform your machine, but System Solutions' MiniS wins hands down in terms of looks and practicality. It's available in a wide variety of sizes and comes with a two-year warranty.

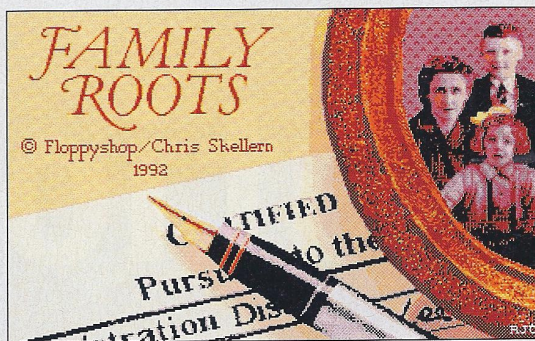


A hard disk provides acres of storage space and resists sprawling disk collections to history.



Most professional ST applications benefit from a high resolution display – Calamus refuses to run on anything less!

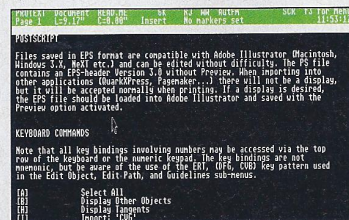
that really make sense – a replacement mouse and a mono monitor. The Atari mouse is commonly regarded as the most useless piece of hardware ever devised (easily edging out in front of the Ronco Record Cleaner) and a replacement is well worth the effort. A good quality, high-resolution mouse can cost less than £15, and if you are worried about repetitive strain injury, a tracker



ball can be bought for around £30. Artists and designers might prefer the flexibility of the Tabby graphics tablet, which has recently been treated to upgraded software.

An equally good move for serious users is a high resolution monitor, which provides a much sharper and more relaxing image than the alternative of a TV or colour display. Atari's own monitor – the SM124 – is absolutely superb but sadly it is becoming more and more scarce, even on the second-hand market. Most of the larger advertisers in the magazine offer their own alternatives and you can expect to pay in the region of £120. System Solutions' SM14 is a safe bet but shop around to find the best deal.

If an extra floppy drive drastically improves the software you know and love, a hard disk can literally transform it. Enormous floppy collections instantly become a thing of the past as each and every package you use is moved within double-clicking distance. Most drives these days are fast, reliable and a doddle to set up. The range of suppliers is wide and Ladbroke, The Upgrade Shop, System Solutions and others all offer their own brand of drive.



The ST software scene is nothing if not diverse. From genealogy to cross-stitch, you'll find something to suit.

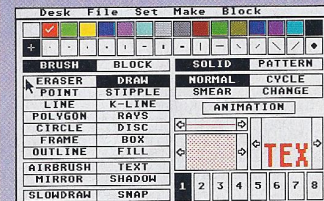
Softly, softly...

Simply changing your software can give your machine a new lease of life. I wonder how many people are still struggling along with 1st Word Plus and blaming the lack of features on their ST? Open your eyes and you will find that the Atari can compete on a practical level with any other machine – Protex may lack graphical niceties but it provides a truly awesome range of features and it's lethally fast on any ST with a megabyte of memory. Papyrus has also established itself as an excellent document processor and version 4 looks set to reinforce its position when released this year.

But you don't need to spend anywhere near £100 on software to have a good time. In fact, one of the main attractions of the ST is its portfolio of

Second thoughts...

Where computers are involved, "value for money" is purely a relative term – even budget products can seem expensive at times and depreciation is often frightening. Classified columns are an easy remedy for a threadbare wallet – you can buy just about anything on the second hand market and save an awful lot of money. As users upgrade their systems or switch to Falcons, they invariably want to off-load their old equipment as quickly as possible.



Older packages, like Degas Elite, can be picked up for buttons second-hand.

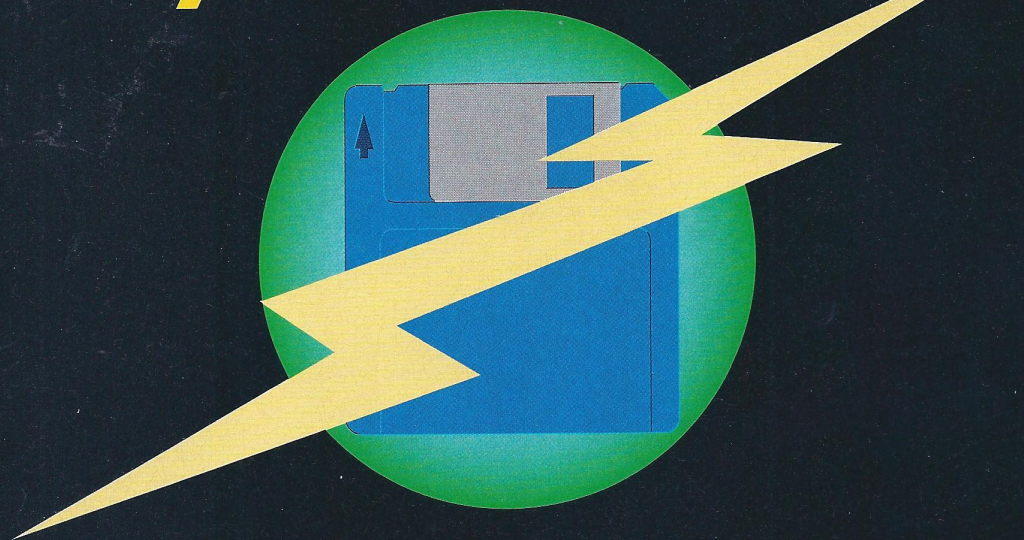
The first rule of buying second-hand is thus: do not be tempted to pay too much. As a general rule, a used piece of software or hardware is worth about half of the purchase price, but bear in mind that you will need to pay a premium on very popular items. Never be afraid to make a low offer though – you can always volunteer more if it's refused.

Buying anything second-hand involves some risks and computers are no exception. When it comes to hardware, the main thing is to make sure that what you are about to buy is working properly. Software is less of a problem, but technical support is sometimes only available to the original buyer and you may well be out in the cold when it comes to upgrades or bug-fixes. That is a worst case scenario, but if in doubt, check before you buy and use any potential problems as a bargaining point.



Boot sales are a gold mine of classical ST software – games often sell for a couple of quid!

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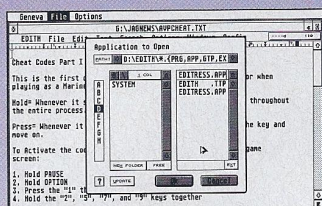
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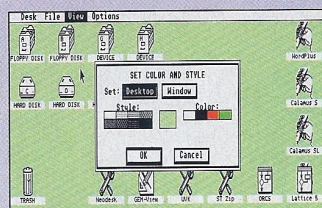
attractively priced independent applications. Just about every type of software has appeared on the ST over the years. You can quite easily trace your ancestors with the help of Family Roots 2, turn your hand to embroidery with Easy Stitch, or bash out a quick tune courtesy of StormTracker and all of these examples slip into the sub-£30 bracket. Education is well catered for too – Goodman's newly released Art For Kids package is just an example of the quality titles that continue to appear on the Atari.

Smooth operator...

The ST's operating system is generally quite reliable, but older versions are beginning to show their age. Fortunately, there are several ways to bring your machine bang up to date. Atari's own TOS 2.06 improves the ST in many regards and maintains almost full compatibility.



If you've got enough spare memory to run several applications together, Geneva and Magic are a sound choice.



TOS 2.06 provides a much-improved desktop and also cures a few bugs!

Alternatively, you can opt for a software replacement. The two main options available are Magic (written by the NVDI team) and Geneva. Magic is generally better specified but both are pretty damn good at their job. The compatibility ratio is a little lower than that offered by TOS 2.06, but you do get a bonus in terms of features (most notably the ability to run more than one application at a time). "Naughty" programs can still be run by simply booting from a floppy disk.

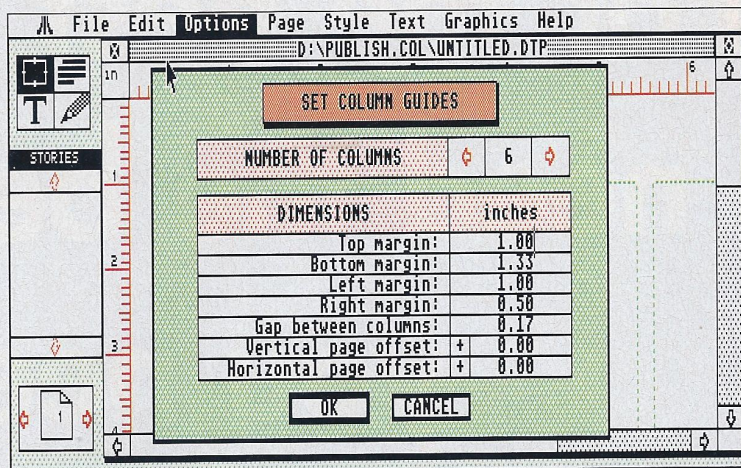
The ST has always registered strongly on the DTP Richter scale and this is set to continue through 1995. Timeworks is still a remarkably strong contender in the ease-of-use stakes, and Easy Text Pro Vector even boasts SpeedoGDOS support. You don't need to move too far up the price scale

before some real power begins to appear. Calamus 1.09 chews its way through mono desktop publishing tasks with style, and DA's Vector Lite will soon join the low-cost brigade. Both can be yours for under the magic £100, by quite some margin in the case of Calamus.

The advantage of both these packages is that they boast bigger brothers. You can experiment at a home level safe in the knowledge that the expertise can be carried on to a package capable of professional results. The latest release of Calamus SL even boasts many features conveniently "borrowed" from QuarkXpress on the Macintosh!

Naturally, the ST also boasts a healthy back-catalogue of other business applications. If money is tight, packages such as LDW Power and Superbase Personal are ideal – Compo can supply the pair for under £30! And when you want to move on to something more powerful, HiSoft's Twist is more than willing to take the strain in the database stakes.

And we haven't even mentioned the high quality applications that continue to stream through shareware channels. Even the strictest budget can usually stretch to a ten or fifteen pound registration fee and most types of software find their way into the public domain in some form or another: Marcel and



Timeworks 2 is still a remarkably usable package, being both easy to learn and relatively powerful.

Software Recommendations

It's hard to compress the huge range of available ST software into three best buys, but you certainly won't go wrong with any of the following...

Budget

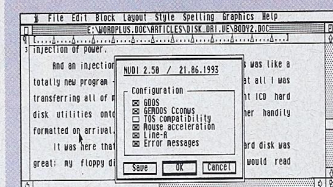
Obsession from Merlin PDL Obsession is probably the best games ever to grace the ST, and contains the very spirit of pinball. It's the sort of title that wraps itself around your psyche and won't let go.

Mid-range

NVDI from System Solutions NVDI gives the ST a shot of undiluted speed and accelerates most GEM applications beyond all recognition. If you use SpeedoGDOS, consider version 3, which offers superb speed alongside support for TrueType and Bitstream fonts.

Professional

Protext 6.5 from Arnor In terms of speed and sheer word-crunching ability, Protext 6.5 knows no equal on the ST. At the new, low £74.95 price point it's one of the best value word processors you can buy – well recommended if you can live without graphical comforts.



NVDI boosts graphical speed tremendously and is compatible with most GEM applications.



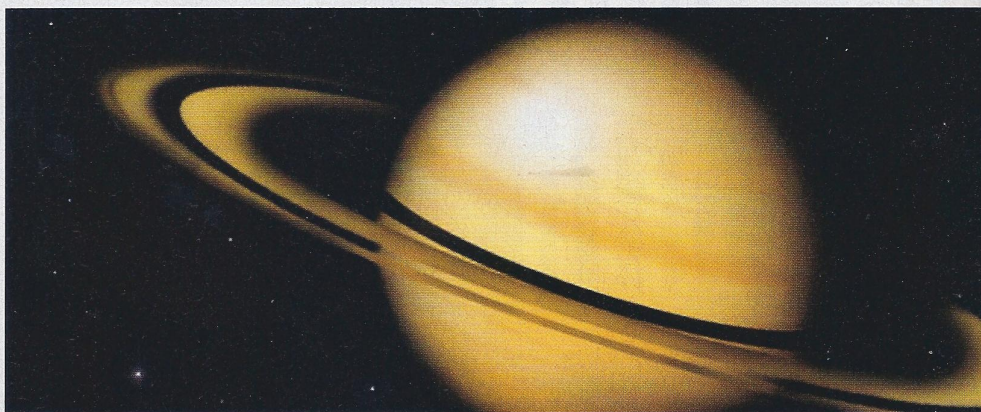
Obsession is pure class – if you are lucky enough to own an STe, I suggest you grab a copy immediately.

Up and over!

If you are using a standard 520, your first step should be a memory upgrade. This simple and inexpensive move will improve your machine in almost every area - even stepping up to a megabyte opens up a wide range of entertainment software and some professional applications. A two-megabyte expansion can cost under £70 and can also net some impressive rewards when running business software. Calamus 1.09 will rarely report an "out of memory" error given this much space and you can also begin to think about software such as Papyrus (though only with bitmap fonts). The Marpet XtraRAM boards are recommended for conventional STs; the standard memory modules used by STe's are widely available and are a piece of cake to fit.

If your baby ST is used for more than entertainment, the next most important upgrade you can make is

The ST boasts a wealth of shareware graphics packages – Speed of Light and GEM-View are in a class of their own.



The time may come when even NVDI doesn't provide enough speed to drive your more powerful applications effectively. In this case, a hardware accelerator such the T28 or T36 is invaluable. The former costs less than £200 and yet increases raw speed by a factor of three. Bolt on the newly released Multiboard and you can think about enhanced graphics, a PC-style hard disk interface and superb memory expansion possibilities. Even if you don't need the power now, it's comforting to know that your ST is capable of blazing performance – and much more.

Technically, the ST may no longer be on the cutting edge, but it's still an incredibly good all-rounder and the possibilities for expansion are almost limitless.

Believe it or not, the vast majority of ST users have barely scratched the

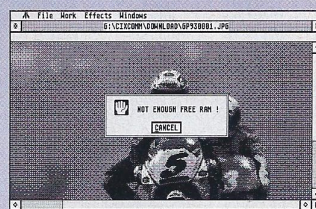
surface of their computer's potential. Hopefully we've given you a firm idea of where your ST stands and the improvements you can make for relatively little outlay. Remember, every journey of discovery starts with the first step; make that step!

The ST is expandable in a wide variety of ways. Here are a few of the better options...

Memory upgrade In many cases, the more memory you throw at your applications, the better they will run. Even if you are not using power-software, a simple upgrade to one megabyte from a supplier like Compo can open all sorts of software possibilities.

T-board TOS upgrade If you are still struggling along with an elderly ST, a TOS upgrade is well-worth investigating. Not only does it fix oodles of bugs but you'll also get a much better desktop thrown into the bargain.

T28 Accelerator from System Solutions For a respectable speed increase with very few compatibility problems, the T28 from System Solutions takes a lot of beating. It's available for the ST or STe and is also fully expandable through the Multiboard.



Banish those “out of memory” messages forever (well, at least ten minutes) with a cheapy upgrade.

GENARCH File Test Windows Help

Test	Time	Ratio	Statistics
GEN Dialog Box:	2.258	722	Disk usage: 76%
GEN Dialog Effects:	0.738	448	CPU: 33%
GEN Dialog Font:	2.655	292	Average: 65%
GEN Dialog Graphics:	0.855	492	
GEN Dialog Text:	1.855	592	
GEN Dialog Division:	15.738	292	
GEN Dialog Width:	0.398	292	
GEN Dialog Height:	0.398	292	
GEN Dialog Width Text:	1.188	212	
GEN Dialog Height Text:	0.355	732	
GEN Dialog Width:	4.735	492	
GEN Dialog Height:	4.735	492	

Reference

TEST SIZE: 31728

NOT REGISTERED

The above statistics show how a humble ST compares to the T28 – humble indeed!

[illegible]

ZERO-5

Atari ST User June 1994

ST Format August 1994

Atari ST Review December 1994

Caspian Software Ltd 0181 880 4450

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SCANTASTIC OFFER!

A hand scanner has always been one of the classic add-ons for Atari users. Naksha, the company behind our scanner offer, is sadly no more – but its reputation for reliability was one of the best. We have been fortunate enough to secure limited stocks of these excellent hand scanners and can offer them to you for just £99 including VAT.

In a previous review, Atari World's Andrew Wright had described it as "blistering good value" when it was priced at over £110 – without our software bundle! Andrew did not stop there in his praise: "a delight in action... best hand scanner for the ST... superb grey scales can be created for DTP... highly recommended", were just a few of his other comments!

We only have a limited supply of these scanners which are available on a first-come, first-served basis. If you want to order by post then please ring our sales team first to check availability. If we have stocks, you will be able to reserve your pack before sending in your order.

THE BIG PACKAGE

Our hand scanner comes bundled with three complete software packages and an excellent scanner pad:

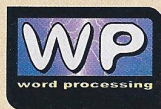
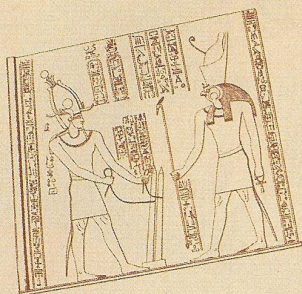
- Touch Up** – industry-standard program for scanning and editing images.
- Studio Photo** – the powerful retouching tool.
- Studio Convert** – for converting your images into a whole range of different file formats.
- Scanner Pad** – a two-in-one mouse mat and scan pad with a T-square for straight line accuracy.

All programs are the full versions with manuals and ring binder.

Full 12-month warranty

Papyrus 4

The Inside Story



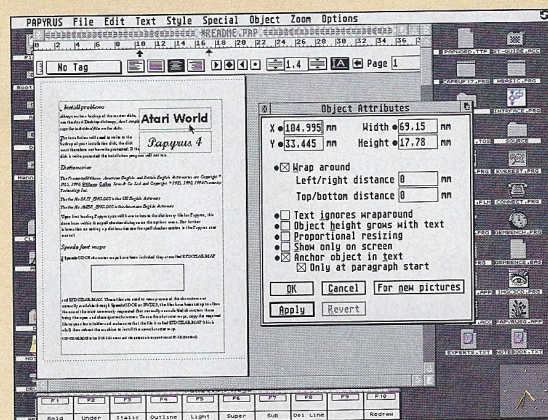
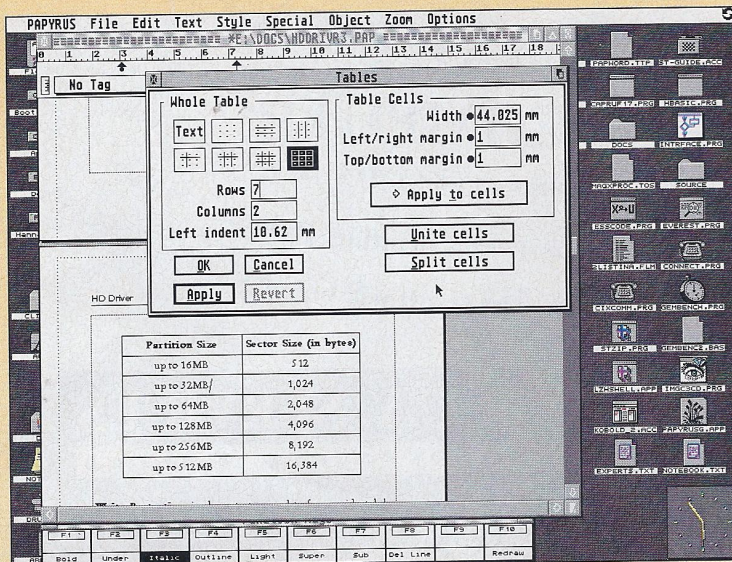
Papyrus has arguably grown to become the best word processing package for the Atari range. It has a user interface

that leaves most programs behind, including Mac and PC applications costing many times more. The design is completely non-modal, allowing the user to open several dialogue boxes at the same time. This feature is extremely useful when using the spell checker or when trying out fonts and is much more friendly in a multi-tasking environment.

Papyrus has

Despite the fact that Papyrus only appeared in the UK last year, it has already won the support of many users. It is, without a doubt, one of the best programs to appear on the Atari platform and it is just about to get even better, as Ofir Gal reports.





no print preview mode. Instead, it offers something better. The document can be viewed and edited at any magnification. You can still move, enter or delete text and images in preview sizes. Papyrus has many DTP-like features too such as micro-spacing and adjustment of character width that are not found in other Atari word processors.

The program is multi-tasking friendly and is a clear example of "clean" GEM code. It works with almost any system modification. It even worked on the early test versions of MagiC Mac. Being a Speedo based application it produces top quality output. Papyrus even manages background printing so you can

with NVDI 3 installed, it can also cope with old style GDOS and Signum fonts.

There's no use in pretending that the program is perfect and has no shortcomings. Its handling of template documents leaves a lot to be desired. While it supports the concept, the implementation is cumbersome. It has no support for macros and lacks that basic writer's companion, a thesaurus.

Neither is there a word count

The editing functions are all available when viewing the whole page on screen. Very useful for placing images and text boxes.

get on with writing the next document while it prints.

The layout features are impeccable and text and graphics can be moved freely around the page. Although Papyrus works best

It is possible to create complex tables in Papyrus that include calculation between cells. This is useful for preparing VAT invoices for example.

feature or text analysis for correction of the most basic typing errors like double spaces and sentences that start with a lower case letter. The hyphenation function is not flexible enough and it does not work very well in English. Nor does Papyrus handle colour images although it can print coloured text.

To cap it all, Papyrus can be slow – operations like search and replace can take ages in long documents, but other functions such as printing are very fast. It also uses quite a bit of memory and requires 2 Mb or more of RAM. The whole document is loaded into RAM which can be a problem if your documents contain a large number of images.

The Future

The good news is that Papyrus v4 is currently under development. The program is being completely re-written and

ROM Software

The people behind Papyrus are Ulli Ramps and Christian Nieber. Ulli handles the business side of things and is also closely involved with the program design. Christian is the person that actually wrote the program that began its life, surprisingly enough, as a label printing utility.

Christian started programming on the 8-bit Atari machines. He studied computer science and specialised in artificial intelligence and user interface design. He even wrote a book about programming the 8-bit Atari.

Asked about the user interface in Papyrus, Christian explained: "One of my friends had a NeXT system and I was very impressed with the interface and how user friendly it was. As a result, the very first version of Papyrus featured non-modal dialogues".

Papyrus 1 was released in 1987 and non-modal design was a relatively new concept at the time. "I think that this is the best thing about Papyrus, it's user friendly," added Christian. "There is no point having thousands of hidden features that the user can't get at."

I asked Christian about his plans for v4. "I am now busy converting the code to C and most of the work is done. I am using the E-GEM library on the ST and while I'm certainly writing an OS/2 version for the PC, we'll continue support and development of the Atari version".

It is interesting that they chose OS/2 and not Windows which is much more popular. "OS/2 is a young operating system and we like it – it's a well put together user environment to work in". Christian explained that he now writes the code for both platforms at the same time so that any new features will be available to Atari and PC users simultaneously.



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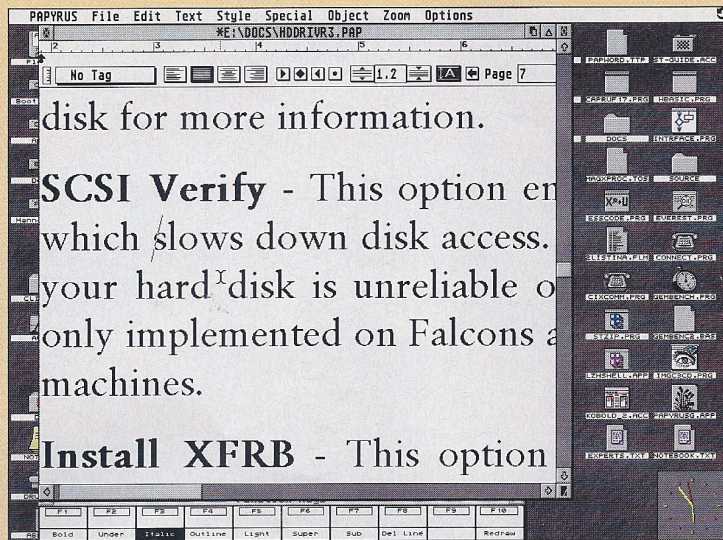
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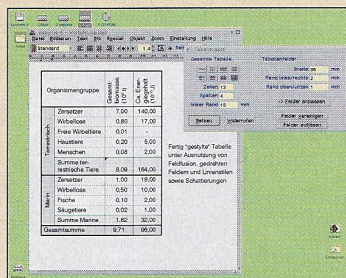
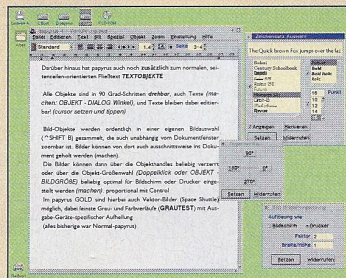
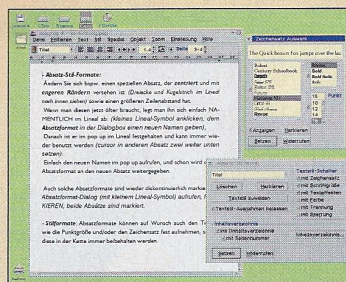
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disk for more information.

SCSI Verify - This option enables you to verify your hard disk which slows down disk access. This option is only implemented on Falcons and Falcon machines.

Install XFRB - This option



Papyrus v4 was on show at CeBit in Germany, early March, running on a PC under OS/2.

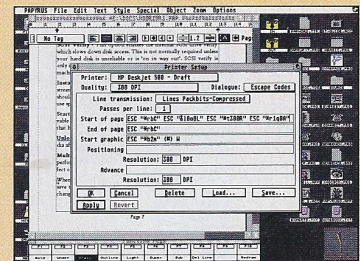
optimised in C. It is not well known but Papyrus 3 was written in GFA BASIC, stretching the language to its limits. Among many things, the re-write will improve speed and memory handling, making Papyrus much faster. The plan is to make Papyrus run on a 1Mb system too. The program will also be available for OS/2 (IBM's multitasking PC operating system).

The new version will be released for both Atari and PC and includes a host of new features. A new text statistics window showing word count and other information will appear. Papyrus 4 will support the full Speedo character set by using a new standard called UNICODE. The standard allows for a character set of more than 32,000 and will provide cross-platform compatibility.

Version 4 goes a step in the right direction by allowing for integration with the dictionary and thesaurus functions of Locatelt. Unfortunately, Locatelt is not available in the UK.

Simple macros will also be available, allowing you to paste-in common phrases. The page preview is also being revamped to allow display of two or more pages, side by side. Papyrus will also support automatic pair kerning and will have the option of using

In order to allow background printing, Papyrus optionally uses its own printer drivers. The program is supplied with a variety of drivers but you can even create your own.

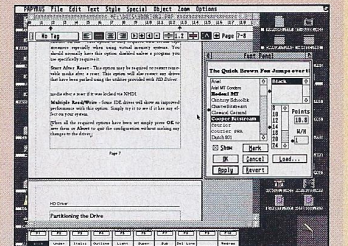


Viewing and editing is possible at any magnification. Here fine adjustments of character spacing are performed at a zoom ratio of 400%.

image by reference rather than storing all image files within documents as the current version does. The current limit of 256 font families will be removed and memory requirements will be reduced. Colour image support is also very likely to be included in version 4.

What's non-modal?

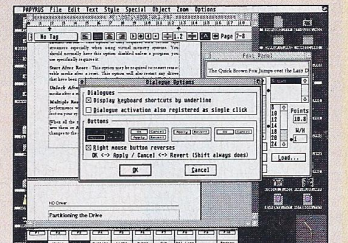
When you select a menu or a button that opens a dialogue box, you are actually in a program mode. This means that you cannot do anything while the dialogue box is on screen. The menu bar becomes inaccessible and clicking anywhere outside the box produces a beep. Most programs use a modal design like this simply because it is simpler to implement – and over the years we've got used to it. There are no real advantages to the user except for some speed gain.



It is possible to use the Apply button to see the effect of your settings. Very useful when trying out different fonts for example.

Non-modal programs on the other hand, never put the user in a modal situation. You do not have to OK a dialogue box before you can open another one. The program never puts any limits on your actions. You can always do anything, even while it's printing. In practice that means that you can open the Font Panel in Papyrus and see the document while you try out various fonts.

There are minor disadvantages to this system. Since you do not need to close dialogue boxes, you are likely to find your screen crowded with open windows. Windows also take a little longer to appear on screen.



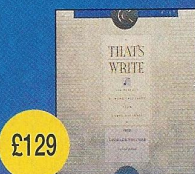
Papyrus takes the non-modal concept further by allowing you to customise the interface. You have the choice of Atari style OK and Cancel buttons, the NeXT inspired Apply and Revert, or both!

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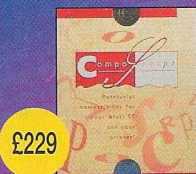
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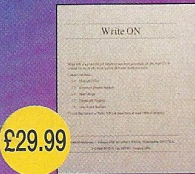
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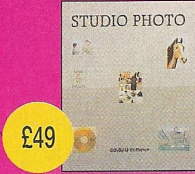
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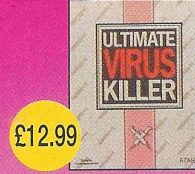
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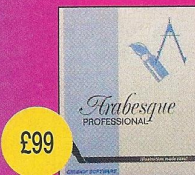
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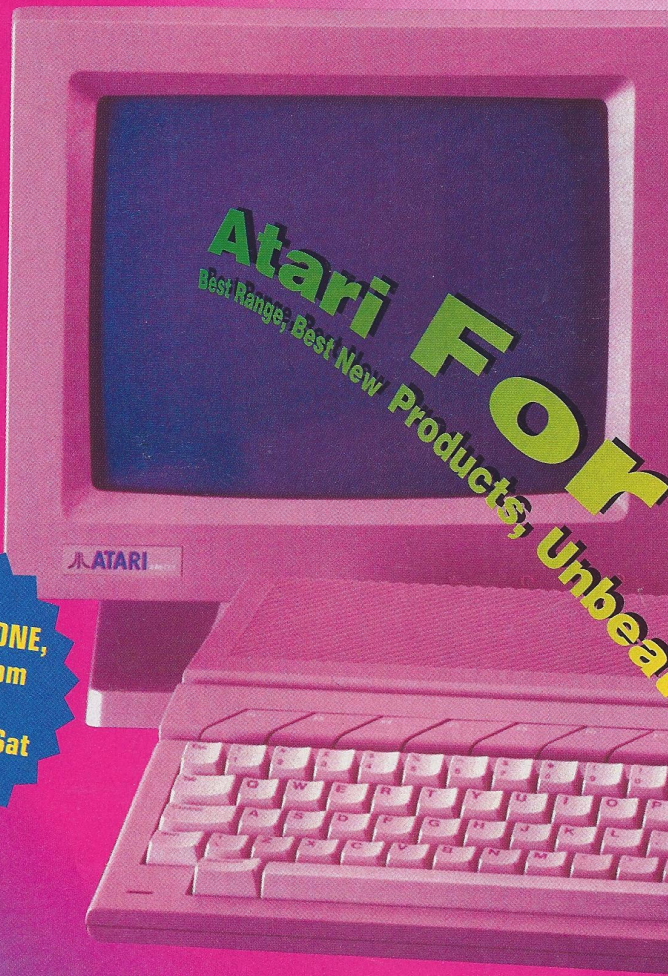
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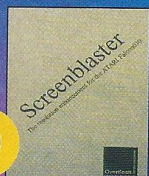
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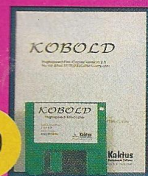
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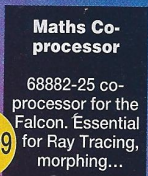
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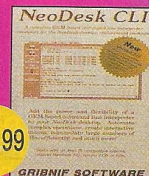
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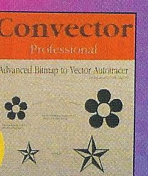
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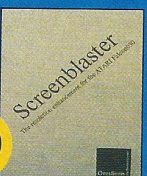
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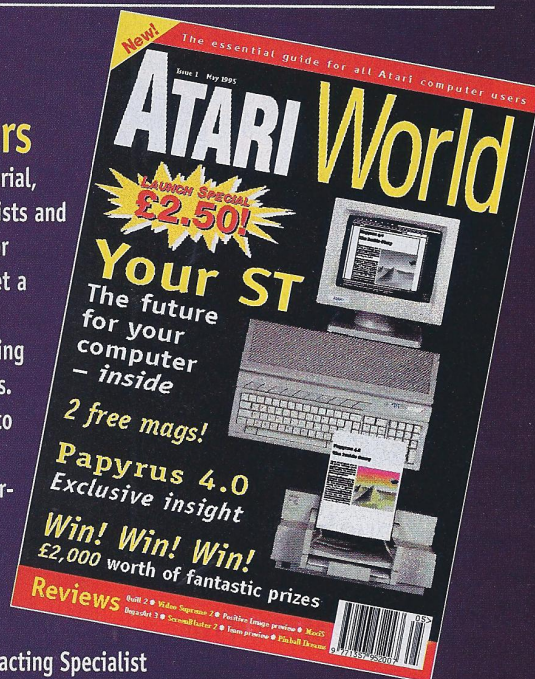
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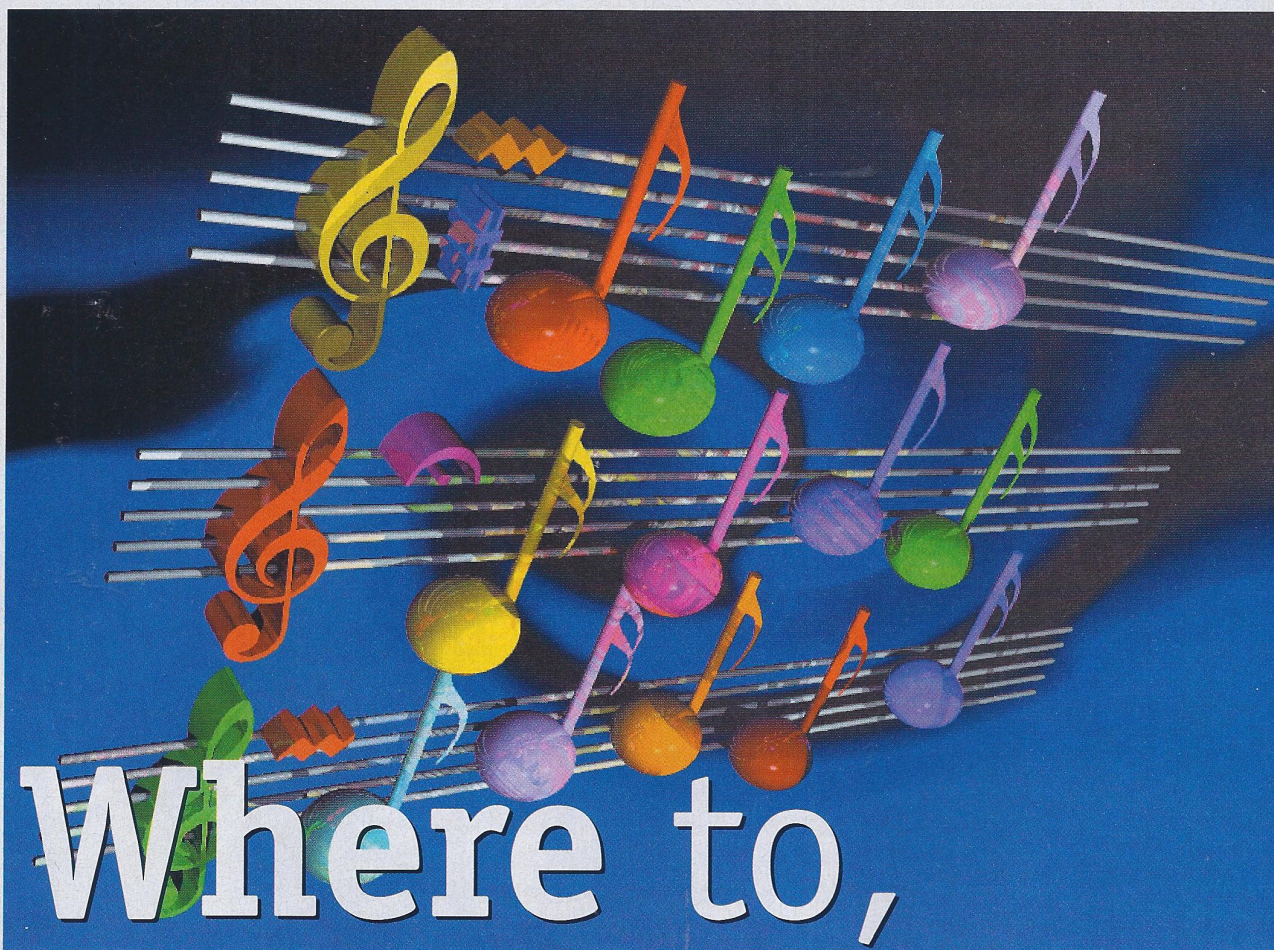
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Where to,

MIDI?

Ian Waugh looks at what the future holds for MIDI file libraries.



MIDI files are a product of the musical technological revolution that the Atari ST helped to found. Countless numbers of entertainers use them for backing tracks for their acts and many more people like to experiment with them at home for fun, as a hobby. But soon, this may end.

The MIDI file is under threat. Yes, that humble MIDI file of this week's Number One record you bought yesterday may soon be a relic, a thing of the past. In fact, it may already be illegal.

The reason? A change in copyright laws. No-one, with the exception of the criminals who pirate software and MIDI files, would deny that a composer is entitled to reasonable recompense in

return for creative efforts. When you buy a cassette or CD, a percentage of the price goes to the artist.

Prior to the January 1, 1995, you could obtain a licence from the Mechanical Copyright Protection Society (MCPS) to produce and sell a MIDI file of any song. The MCPS consists of a handful of music publishers who effectively represent all the major players in the music publishing industry. In return, you paid them a percentage of the selling price, around 8.5 to 10 per cent.

This licence was not, as you might expect, a licence to sell MIDI files as such, but one to sell audio tapes – backing tracks. The MCPS had no licence to cover the new medium, and audio seemed the closest.

Copyright rules OK

At the moment, the situation is far from clear and even the MCPS is



unable to shed much light on certain sections of the new laws. What is emerging is that the publishers want royalties for rights that, they claim, are inherent in a MIDI file. These include printing rights (because you can print a MIDI file as a score), adaptation rights (as you can change the pitch and tempo) and synchronisation rights (because special karaoke software can display the lyrics of a song on screen in time to the music).

The new royalties are to be 22 to 23 per cent of the retail price of the file or 15 to 15.5 per cent of the price if the file does not have an RRP. Technically speaking, all MIDI file licences prior to 1995 were not actually for MIDI files so any files produced before that time are not now licensed under the new rules and so are in breach of copyright.

In addition, unlike the blanket ruling whereby you could create a file of any song, you must now obtain prior approval for each song you want to arrange. Many popular artists – or their management or publishers – have already refused to allow any of their material to be arranged as a MIDI file.

These include Andrew Lloyd Webber, Billy Joel, Dire Straits, Haddaway, Lenny Cravitz, Mike Oldfield, Pet Shop Boys, Peter Gabriel, Simply Red, Take That, Tasmin Archer, Terrence Trent d'Arby, The Doors, The Pretenders and Vangelis among others. This means – just to spell it out – that it is illegal to sell a MIDI file of any song by these artists.

More please

So is the increase in royalties a fair and just amount? That depends on which side of the money box you're sitting. The MCPS says it is trying to obtain the best deal it can for its members – a worthy aim – and the increased royalties reflect the additional rights buyers get. But who says the percentage accurately

reflects this? Yes, the MCPS.

Note that it is the potential use of the MIDI file that you are paying for, not the actual use you put the file to. But as one MIDI file company remarked, "Making people pay for the potential of a MIDI file is like locking up someone who buys a gun because it has the potential to kill."

Says Roland's Alan Townsend who, as Business Development Manager, is heavily involved in this market: "The changes will make the currently reasonable royalties quite excessive and it would be a pity if this stifles the creation of good data."

He continues: "It is ironic that, while no one denies that music can be printed from a MIDI file, I don't know of anyone who actually does so. Most of the identified markets for files have no need for print and in any

case expensive software and a high degree of skill is needed to turn the initial file into a readable score."

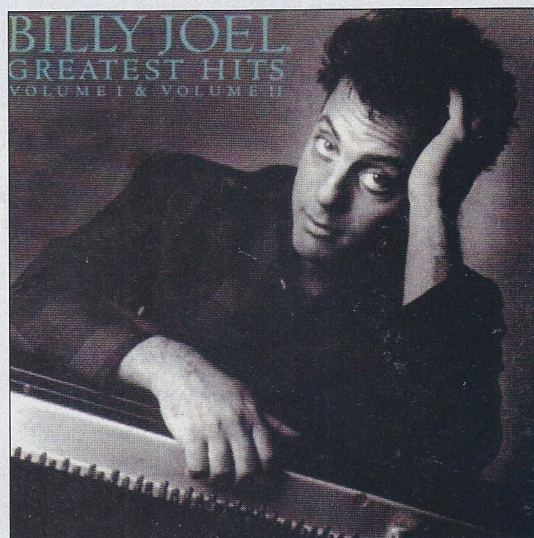
Feelings about the new rules run high in the MIDI file fraternity. Not least because of a slow response from the MCPS and the uncertainty still surrounding the situation.

According to Heavenly Music, MIDI file libraries were promised a 7-day turnaround on clearance of titles. Some 800 of Heavenly's titles are still awaiting confirmation after two months. Said Heavenly's Joe Ortiz: "You feel as if the last four years of your work has been flushed down the toilet."

Some members of the MCPS, such as EMI, are even breaking away and negotiating their own royalty deals. If this becomes a trend, a library may have to contact half a dozen publishers to fulfil a single order. There is also a suggestion that MIDI files may only be licensed after the publisher has heard them. That means a library has to carry out the sequencing work with no guarantee of getting a licence on presenting it to a publisher.

"Making people pay for the potential of a MIDI file is like locking up someone who buys a gun because it has the potential to kill"

"If the music industry can get away with charging twice as much for a CD as a cassette when they cost less to produce, they can get away with anything"



Hits for Billy Joel – but missing from MIDI file libraries...

So why the sudden switch in rules? Is it just about money? The MCPS may say it's to do with rights but if there was no money attached would they be so interested? As one MIDI file company said: "If the music industry can get away with charging twice as much for a CD as a cassette when they cost less to produce, they can get away with anything."

But why make it so difficult for the MIDI file companies? One theory suggests that the publishers want the MIDI file market to themselves. Another is linked to publishers' paranoid attitude to print rights. Yet another suggests the music corporations want to control MIDI files just as they control cassettes and CDs.

Whatever the reason, and whatever the eventual outcome of the situation, two things seem clear. The cost of MIDI files will undoubtedly rise and the range of available MIDI files will fall drastically. Both ways, it's the customer who loses, the small companies that suffer and the big boys who gain.



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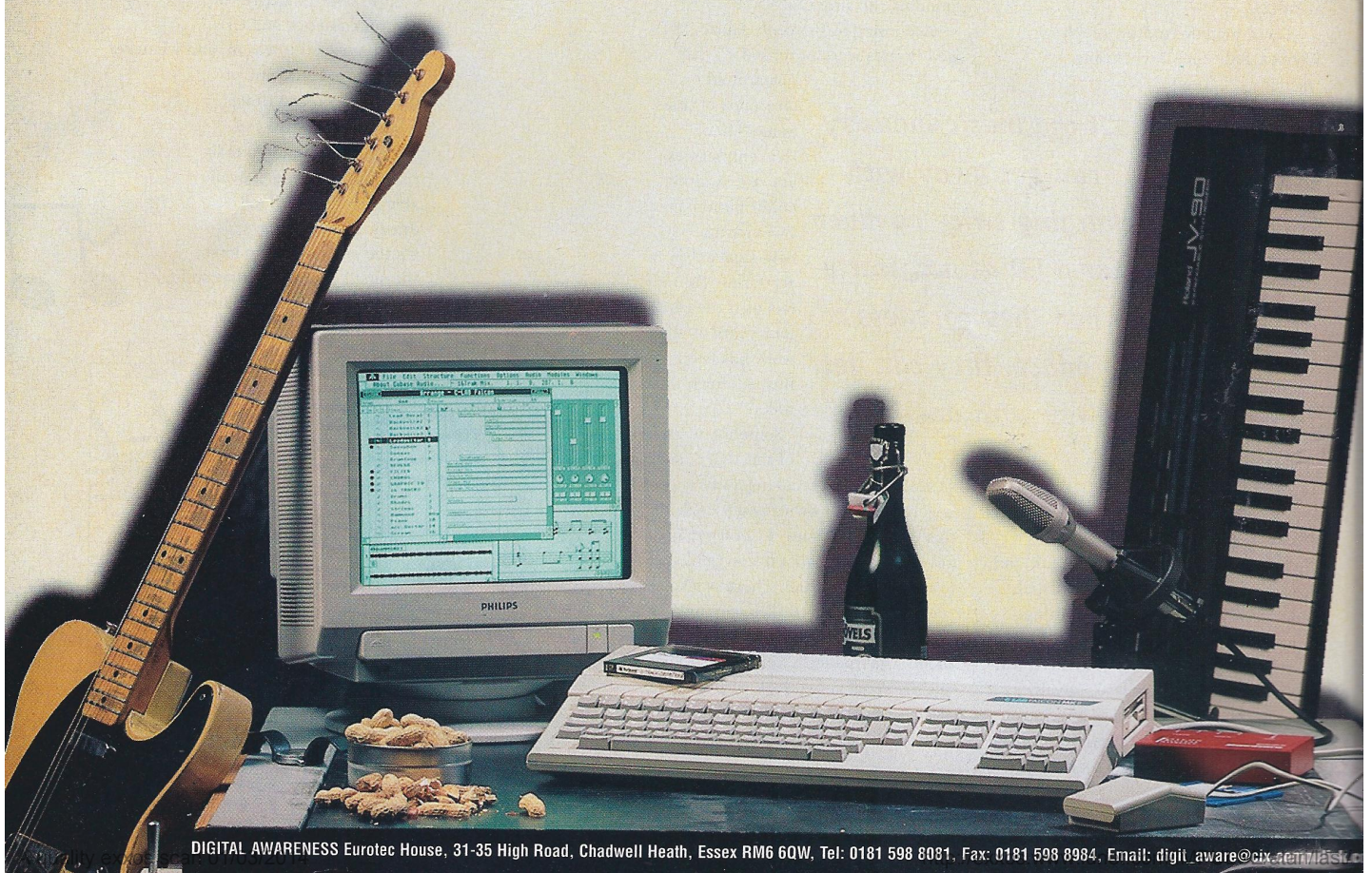
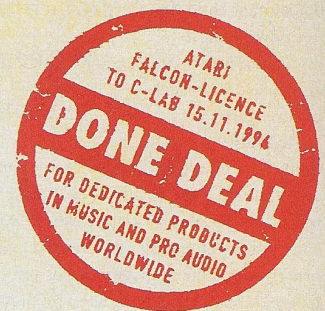
The FALCON MKII is the only computer that gives you the vital components of the digital audio studio – as standard.

Using programs like Steinberg's Cubase Audio, up to **16 audio tracks of vocals and acoustic instruments can be recorded side-by-side with conventional MIDI tracks** – up to 12 minutes

per track on the FALCON MKII's internal 514 meg SCSI hard drive. These tracks can then also be edited in the normal way on-screen

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C-LAB
FALCON MK



EDIT TRACK									
SHEET SIXTEEN 2.24 E Ser Nr 207									
BAR 4 24 TCH		Position	Event	Cha	-1	-2	Length	ENTER DELETE Insert NOTE STAKE CHANGE	
5	1	1	1	NOTE	1	G2 117	3	14	
		1	1	NOTE	1	G2 119	1	13	
		1	3	NOTE	1	F2 89	1	13	
SIGNATURE GROUP		1	3	NOTE	1	F2 97	1	15	
4/ 4 24		1	4	NOTE	1	F2 97	2	7	
		1	4	NOTE	1	F2 106	1	15	
LEFT LOCATOR		1	4	NOTE	1	F2 106	1	15	
21	1	1	4	NOTE	1	F2 102	1	15	
		1	4	NOTE	1	G2 102	1	15	
CIRCLE CUSP		2	1	NOTE	1	G2 109	4	1	
		2	2	NOTE	1	D2 106	1	15	
RIGHT LOCATOR		2	3	NOTE	1	D2 104	1	15	
37	1	1	3	NOTE	1	F2 121	1	15	
		2	4	NOTE	1	F2 119	4	15	
		3	1	NOTE	1	G2 117	3	24	
WOLD		3	1	NOTE	1	G2 107	1	23	
TEMP 100.00		3	3	NOTE	1	F2 84	1	20	
INTERNAL TEMP		3	3	NOTE	1	F2 84	1	20	
TEMP 91		3	3	NOTE	1	F2 86	1	18	
VOL 127	W1								
									OK
HOLD THRU		RECORD		<<	CONT	>>	STOP	PLAY	EDIT
								UNDO	

<http://exxos.www.idnet.com/IMPULSE/atari/last/>

re-record the part. You could dive into the music data, find the offending notes and change them.

At first this was done through an event editor that listed every MIDI event in a track. Some early editors showed data in a raw numeric format but now they show information in a more friendly way. Pro 24 is still one of the most popular sequencer editors and ideal for fine tuning and editing data but for real ease of use something a bit more friendly is required.

Along came the piano roll or grid editor, based on the old mechanical player piano rolls. Notes were shown as oblong bars on a grid with a piano keyboard running down the side of the screen. It made it much easier to see notes in context and you could usually edit them via the mouse.

Other editors including a song editor which showed music in one-bar increments (still used in Passport programs although the company has withdrawn from the Atari market), graphic editors for handling controller data, drum editors to help create drum tracks and score editors.

The latter was very difficult to implement successfully. C-Lab added scoring facilities to the company's Creator sequencer turning it into Notator – one of the best sequencer/scorewriter programs on any computer.

Pattern maker

As sequencers developed, many new and exciting possibilities came to light. Many musicians felt comfortable with the multi-track linear-based system because it was familiar but MIDI data does not have to be stored in the same order in which it is recorded.

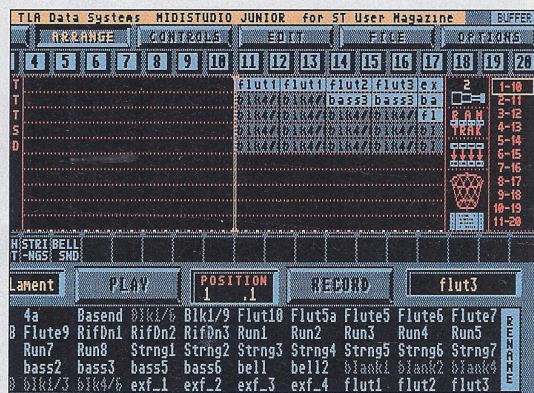
This led to the development of pattern-based sequencing in which musical phrases could be created in any order and moved arbitrarily around an Arrange page to create a song. It is now regarded as being the most powerful and flexible way of creating music.

Steinberg's Cubase is generally acknowledged as being the first sequencer to use this system and the vast majority of other sequencers soon followed suit.

With the realisation that MIDI data can easily be manipulated by a computer, programmers began to include sophisticated processing functions which many musicians now consider part of the music creation process. Groove quantisation, harmonic transposition, velocity and dynamics adjustment, arpeggiation, MIDI mixing, and scaled controller data processing are there to help your creative process.

Here and now

Sequencer development during those early years was fast and furious and at



Name	Chan	Status	Value	Parameter	WRS	HMS	SECS
1 Drums	1	ON	OFF	Quantise	0.00.00		
2 Cuica	1	ON	33	Prog No.	TIME SIG	4/4	
3			119	Volume	BARS	BTS	CLKS
4 Bass1	1	ON	CENTRE	Pan posn.	001:01:000		
5 SunBass	1	ON			001:01:000		
6 XTC Piano	1	ON			009:01:000		
7 Vox	1	ON					
8							
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16							

one time there were over 30 sequencer packages available for the ST. Some were entry level programs costing from £50-200 but many were vying for the pro end of the market. Programs such as Hybrid Arts SMPTETrack, Digital Muse's Virtuoso, Passport's MasterTracks Pro, Dr. T's KCS and Hollis Research's Trackman came in during the '80s – and many went during the early '90s.

Partly through having good products and partly through marketing clout, two companies have dominated the sequencer market since the late '80s – Steinberg and C-Lab (which later became EMagic).

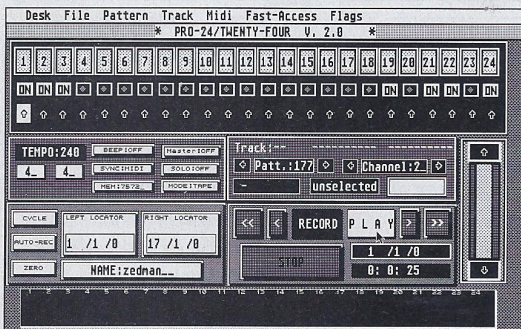
The current programs produced by these two companies – Cubase and Logic – bear little resemblance to those early sequencers. The arranging facilities and data processing functions would have been mind-blowing to the musician of ten years ago. In fact, a common criticism of these high-end programs is that they have too many features and are too complex.

That's as may be, but you don't have to use all the advanced features at once. You can grow into them as your experience and needs increase.

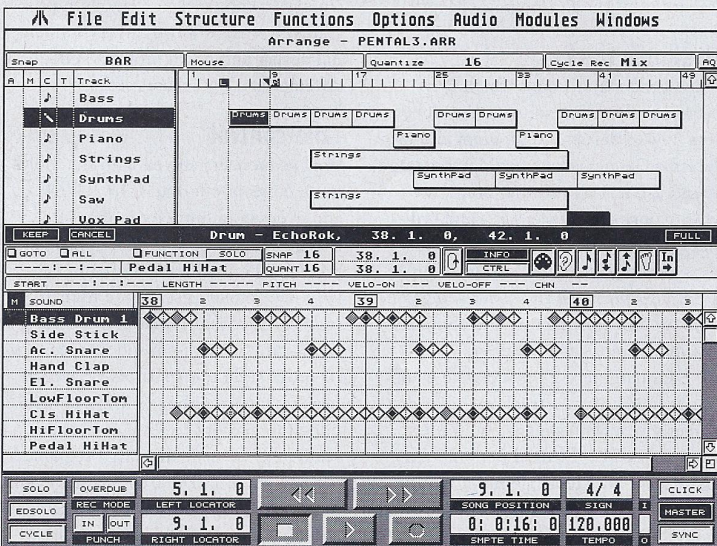
Over the next few months we'll be exploring some of the more interesting and even arcane aspects of sequencing. For beginners, we'll look at sequencing basics and bring you a collection of hints and tips you will be able to try with most sequencers.

Music – and history – is still being made with the ST.

Two more for the history books! MIDIStudio Junior (top) was yet another sequencer that appeared on the cover of an ST mag (ST User in this case) while Rave, from the author of Virtuoso, never quite delivered its potential



The grand-daddy of them all. Steinberg's Pro 24 adopted a "24-track sequencer on a computer" approach and established the ST as the music computer, a mantle that it still holds. Its successor, Cubase (below), is more flexible and feature-packed, and offers a superb scoring module in Score 2.



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Public Arena

There's little doubt that some of the best ever ST and Falcon programs have appeared as either public domain, shareware or freeware. *Public Arena* will bring you reviews of the best programs and games, month in, month out. Let our ten-point marking system guide you effortlessly through the decision of whether to buy or not. Reviews by Nial Grimes, Joe Connor and Denesh Bhabuta.

GEMBench 4.02



Goodman International
• £1.95 •
ST/STe/Falcon



GEMBench 4.02 is the latest version of the industry-standard benchmarking program, programmed by our technical editor Ofir Gal. With it, you can test the speed of your computer and compare it to those of other Atari based systems. There are benchmarks for every aspect of your computer you can name, from VDI text and graphics and GEM dialogue boxes to the optional floating point maths co-processor, floppy and hard disk access and more.

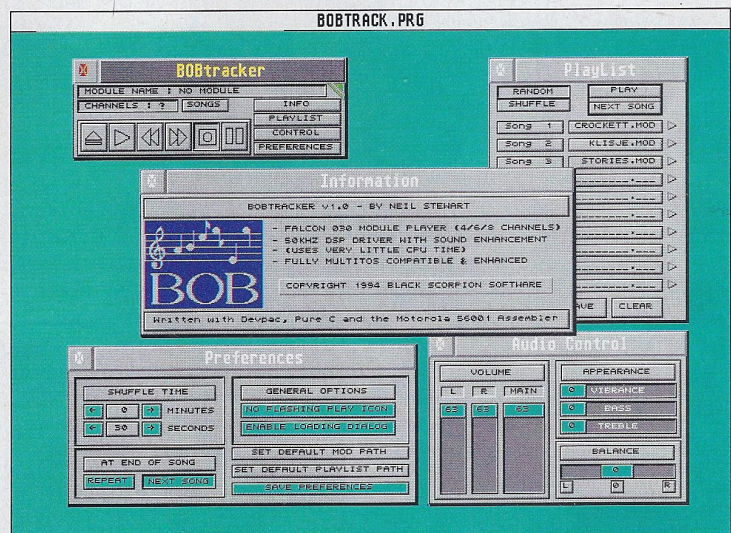
With GEMBench you are not tied down to comparing your computer with preset configurations in the program. You can create "user sets", which other users can compare their systems against, and this version comes with a selection of user sets created on accelerated STs, Falcons, TTs, Medusas, and even under MagicMac! So if you want to know how much faster your system will go with a particular accelerator in it, GEMBench will probably be able to tell you.

This version of GEMBench has an improved user interface and now comes with an on-line help system in ST-Guide format. It's well worth the registration fee.

About...		Full Info	
GEMBench GER Bench v4.02 © Ofir Gal - 16 Feb 95 Written by Ofir Gal Additional code by Eric Northrup MOD Keyboard handler by Marko Stijakovic Written in High BASIC With a little help from Leticia G and Duane Z SHAREWARE FEE £5 *****		System Falcon 030 TOS 4.04 RES v5.48 GEMDOS v0.48 HINT not present Blitter Enabled NUDI 3.01 present Video Mode: 672x496x16 FPU not present Run and Halt:	
Reference Bare SST CatTamar Janus D12.66 MagiCmac 16 User Redusa 256 Redusa 2 Colour Redusa 256 Colour Redusa Nudi 2 Colour RSTE+CD 16 Colours RSTE+CD 2 Colours RSTE+CD 256 Colours RSTE+CD 32K Colours PK68/3 040MHz Risto's SST ST+ADSpeed ST+T28 ST+Turbo16 Turbo 25 active		0A 0B 0C 0D 0E 0F 0G 0H 0I 0J 0K 0L 0M 0N 0O 0P 0Q 0R	
GER Window: Integer Division: 1.568 95% Float Math: 6.995 38% RAM Access: 2.800 43% ROM Access: 3.100 37% Blitting: 3.530 68% VDI Scroll: 4.570 98% Justified Text: 3.560 128% VDI Enquire: 8.950 148% New Dialogs: 2.520 156%			



BOBtracker



You want music
while you work?
With BOBtracker,
you got it



Goodman International
• £1.95 •
Falcon only



BOBtracker is an advanced module (MOD) player that runs either as a stand-alone program or an accessory. It also makes full use of the Falcon's DSP chip to produce quality playback without burdening the main processor.

Most MOD players can handle 4 tracks of sequenced sound samples but BOBtracker supports up to 8 tracks with real bass and treble control boosting.

When you run BOBtracker as an accessory (or an application under MultiTOS) samples can be played in the background while you get on with something else. All the primary functions are available from the main window which calls other windows as required. The video style buttons control playback as you'd expect and the eject button calls the file selector ready to load another MOD file.

A few non-essential features are reserved for registered users but at only \$6 it's money well spent.



Duet 1.00

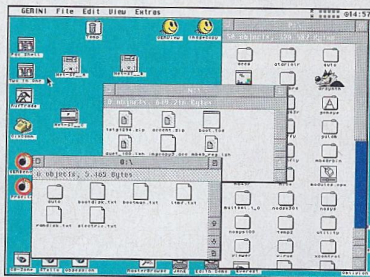


Goodman International • £1.95
• ST/STe/Falcon

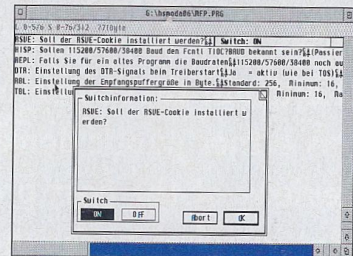
Duet is a cheap, no hassles, networking program for TOS-based computers. You can connect your Ataris via the MIDI ports, serial ports and even the LAN ports (on the Falcon and TT) and even let both computers share the same printer.

The program and documentation is in German but it is still very easy to set up. Duet comes with a set of drivers and all you need to do is choose the appropriate one for your setup. Then there is the configuration file and a program to read it. The configuration file specifies which drive icons on one machine relate to which physical drives on the other and what speed the network runs at. All three files go in the AUTO folder.

With this program, you can, for example, create a file on one computer and copy it to the other and vice versa. It is even possible to unpack a file across the network without any problems. If you've got two Ataris, and don't mind spending a few quid on cables, this is one you've got to try.



HS-Modem – for
fast file transfers.



Floppyshop • £2.00 •
ST/STe/Falcon

With the increasing interest in the

Information Superhighway and the growth of on-line services like Compuserve, many modem users are feeling the need for speed. While modems are undoubtedly getting faster, the STs serial port is falling behind.

In fact, the ST can't make full use of the fastest modems without various fixes. One of them is HS-Modem, which not only fixes a serial port bug, but actually increases the speed with which data transfer occurs at the serial port. The increase in transmission speed is most prominent on the Falcon and TT, and not so much on the ST, which needs a hardware modification to the serial port.

HS-Modem is a modular system, where you only use the necessary bits. This version also comes with an easier way of configuring the program for your system although it's still nowhere near being perfect. Important bits in the documentation have also been translated into English. If you're sick of paying a large slice of your income to BT or Mercury, HS-Modem might just put a pound or two back in your pocket.

Get your Ataris
together man!

OCR 1.3c

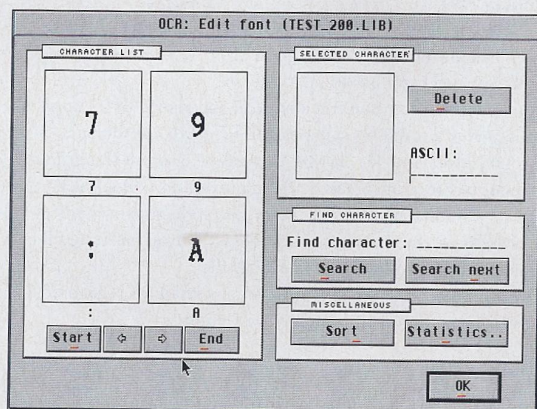


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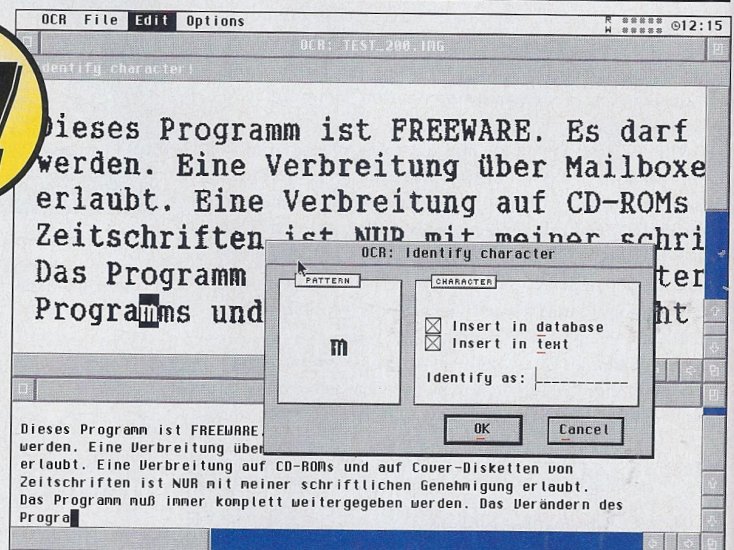
Optical Character
Recognition is no longer an

obscure application for techies. Hand scanner prices are as low as they'll ever be so if you want to get text into your computer, you've got a good chance with OCR. What's more it's freeware and doesn't cost you a penny.

OCR can be run on 0.5Mb machines, but I would recommend more memory, as scanned images tend to be large. The program comes with a couple of example images, which it whizzed through in no time when I tested the program and left me with some remarkably error-free ASCII files I could actually edit and save.



**BUY!
ME!**



Scan text in and turn
it into ASCII with
OCR 1.3

Yep – you can
even train the
program to recognise
characters for the
next time...

Like its commercial counterparts on the Atari (notably Migraph OCR) and other platforms, OCR can be trained for any particular font. Training OCR makes it more accurate. Each time it comes across a character it can't recognise, you just type in what it is, and OCR remembers it for the next time.

The latest version is now in English, and it comes with on-line help in ST-Guide format. If you need to scan and interpret text or you just want to see what the technology can do, have a look at this.

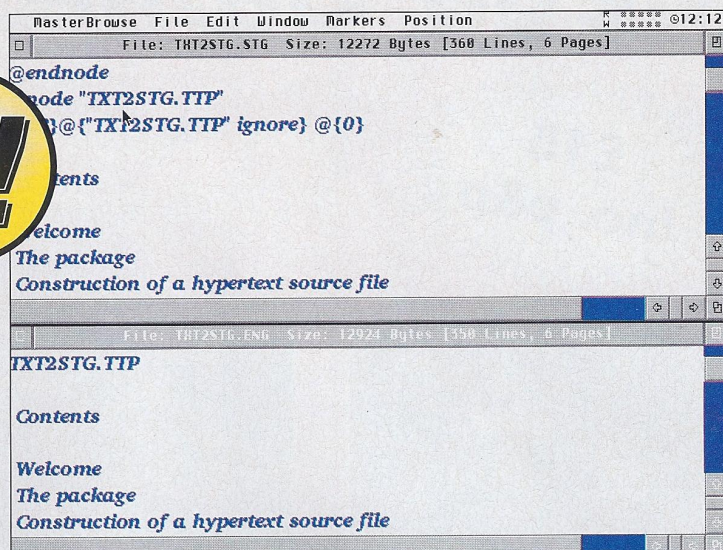
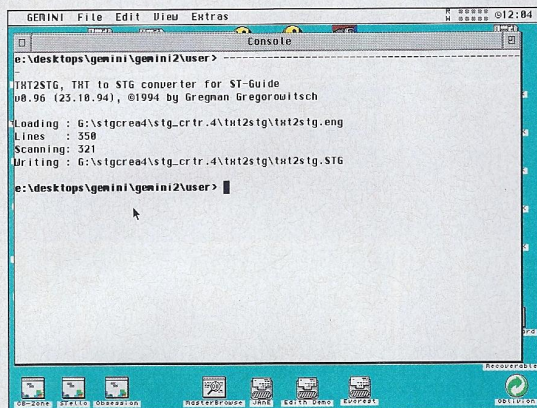
ST-Guide Creator 4



Goodman International • £1.95 • ST/STe/Falcon

Many PD and shareware programs now come with on-line help in ST-Guide hypertext format. Many reference texts and classic books are also being converted to this format too and ST-Guide is rapidly becoming the Atari standard, much as Hypercard was on the original Apple Macs.

Why has it been so successful? Probably because it is so flexible and so easy to use. Indeed ST-Guide is something we



Read all about it in ST-Guide.

should have had a long time ago – it lets you display text and images on screen with point and click links to other pages

If you want to create these ST-Guide hypertext files for yourself, you can create them manually, by placing all the control codes in the correct places, in a text file, using a simple text editor. But this is tedious in the extreme.

ST-Guide Creator makes the process a doddle. Take a text file, import it into the ST-Guide Creator program, wait a few seconds, take the resulting file to the bundled Hypertext compiler, and sit back and admire the view...

A Hypertext compiler is bundled into the package.



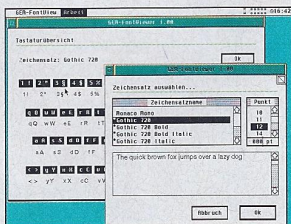
Speedo Font Utilities



Goodman International • £1.95 • ST/STe/Falcon

This is a disk that will certainly go down well with SpeedoGDOS and NVDI 3 users. It contains three separate programs, and a couple of rather good quality Speedo format fonts too. The first program, General GDOS, lets you view and print installed fonts, printer control codes, and general information about your system. Next there is the GEM-Font viewer, which shows you the full character set of a particular GDOS font.

The third program, SPD List, creates text files containing the actual names of the font, alongside the file-name. This is very useful for looking for a particular font from the desktop, as Speedo fonts have pretty cryptic names. Not all of us can remember that the font file BX000648.SPD is in reality Bitstream Charter, for example! If you've a big collection of Speedo format fonts and want to back them up or create folders for particular types, this utility will be invaluable.



Manage your GDOS fonts more easily.

Fast screen blanking for your Falcon with TurboBlanker.

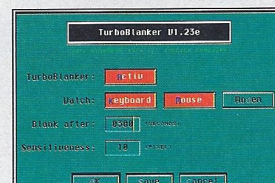
TurboBlanker 1.23e



Goodman International • £1.95 • Falcon only

Some Atari screen savers just blank the screen; others have plenty of colourful graphics but require a lot of memory and processing power. New screensavers always arouse interest especially if they're easy to set up and use little or no memory.

TurboBlanker is a Falcon-specific screen saver. It differs from many others in that system performance is accelerated when the screen is inactive. It also makes use of the energy saving mode in many modern SVGA and multisync monitors and works with screen enhancement utilities like ScreenBlaster and BlowUp. "Hot zones" provide precise control over what you want TurboBlanker to do. You can activate the screen saver immediately by moving the mouse pointer to the lower left hand corner of the screen, and it can monitor



input sources such as the mouse, keyboard and modem.

One possible problem: I tried TurboBlanker on two monitors – and it only worked on one of them...



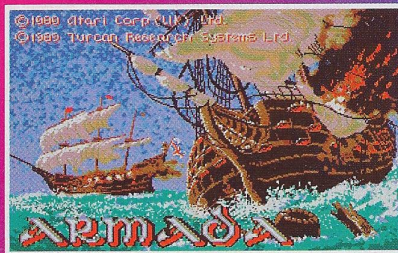
Mega Games Bundle!

£15
inc. p&p

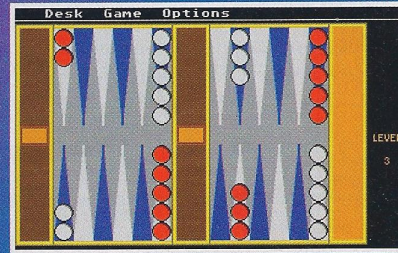
Nine classic games – the full packs including manuals, all for just £15!



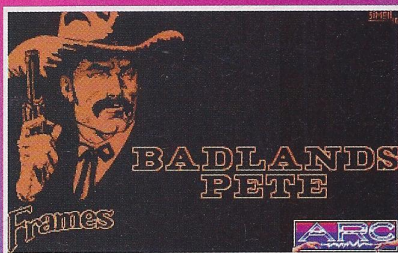
9 Lives Wacky and catchy – four massive levels with hundreds of rooms, stunning animation and dozens of characters.



Armada Full story of the Spanish Civil war including 60-page manual with full history – take the helm as Lord Howard or lead the invaders.



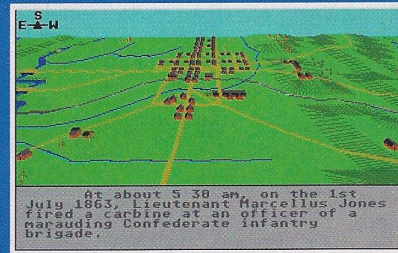
Backgammon The classic board game, Backgammon is probably the oldest of all games combining skill and chance.



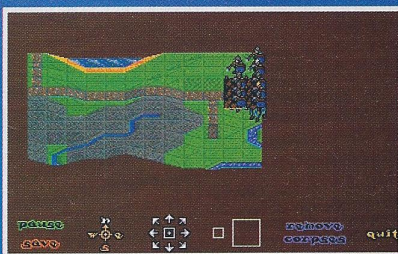
Badlands Pete Take on the role of the meanest, leanest six-gun toter in the Wild West. Smooth scrolling and 3-D sprites bring this game to life.



Chronicles of Omega A magical quest where good clashes with evil – battle your way to the demon castle for the final encounter.



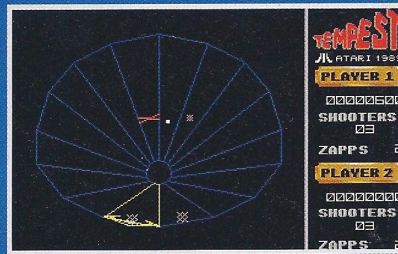
Gettysburg A classic war game sim. Can you lead the out-numbered rebels to victory and win the greatest battle in the American Civil War?



Prince You're in the tenth century here – lead a great military campaign with the aim of making your army victorious.



Pyramax As an intrepid intergalactic explorer you must decode the devious booby traps to reach the incredible Crystal of Thaal.



Tempest A classic Jeff Minter shoot-'em-up and forerunner of the highly-acclaimed Jaguar version, Tempest 2000.

Please rush me the Mega Games Bundle. I enclose payment of £15

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PacShell



Floppyshop
• £2.00 •
ST/Ste/Falcon

Many archive formats like LZH, ARC, ARJ and ZOO have horribly convoluted command line interfaces that can be very confusing for first time users. Happily a number of shell programs have appeared to cushion beginners from the dreaded command line with comfortable point and click front ends.

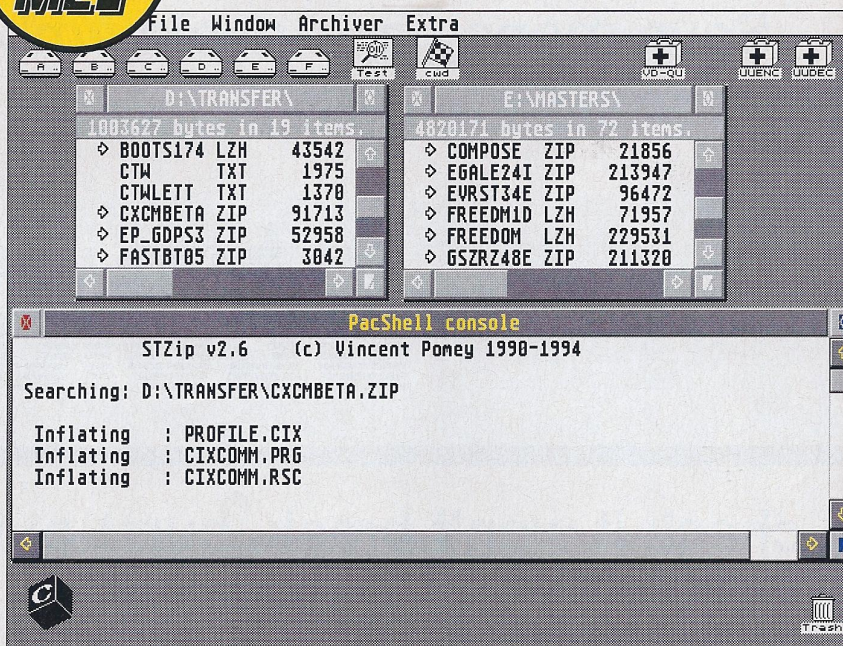
Archive shells are typically styled as twin file selectors like STZIP and Two-In-One but PacShell breaks with tradition and uses an alternative desktop complete with drive icons, trashcan and directory windows.

After initial configuration, archives can be extracted or created by dragging files between directory windows. Progress can be monitored using the console window which can be scrolled back should something unexpected happen. Archives can be dragged and dropped onto optional tool icons that can be installed directly onto the desktop. Common tools offer automatic virus checking and uudecoding and encoding.

PacShell offers hypertext on-line help in ST-Guide format which can also be used to view readme files in archives by double clicking on the desired file. Registered users receive a personal key to unlock a few non-essential features that are disabled in the shareware version.



PacShell provides
drag and drop
archive handling
via its own desktop.

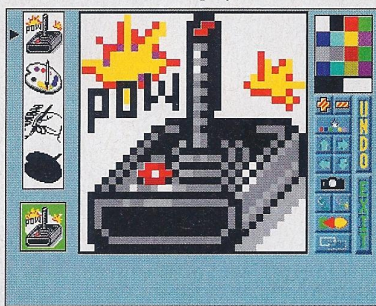


Kaleido



Goodman International •
£1.95 • Falcon only

Colour icon editors are still a rare breed so any new offering is bound to attract attention. Kaleido runs in 256 colours in either 320x200 or 320x240 resolution which seems a bit strange as only 16 colour icons can be displayed and edited!



Kaleido was designed to edit the DESK-ICON.RSC file, the default TOS icon resource file, and though other RSC format files can be loaded they will probably display garbage. It has a

good range of tools including useful polygon and line tools and this, combined with the ability to import graphics in IFF and Windows BMP file formats, makes it easy to create stunning icons for your favourite programs.

Pressing the F1 or Hel buttons activates the useful on-line help mode. In this mode the cursor changes into a question mark and can be used to point and click around the icons displaying brief help messages in the edit window. Kaleido isn't a bad effort but it certainly needs more flexibility.

Edit a kaleidoscope
of colours - well
sixteen of them
anyway!

PGPShell offers
"Pretty Good Privacy"
for everyone.

PGPShell



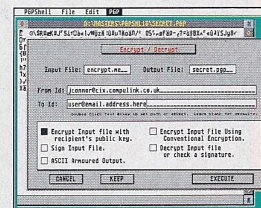
Floppyshop • £2.00 •
ST/Ste/Falcon

PGP, short for Pretty Good Privacy, is a public key encryption package designed to send secure messages and data files. PGP has been implemented across several platforms which, I suppose, makes it the de facto standard. The Atari incarnation is a TTP application that needs to be fed a series of command line parameters. Happily PGPShell makes the whole procedure easier, especially for on-line users, although it's also suitable for people who want to send disks by post.

Each PGP user needs two keys, one public and one secret which vary in size depending on the selected security level ranging from "Casual" to "Military".

To send a secure message you encrypt the file using the recipient's public key and optionally "sign" it using your own secret key. The recipient decrypts your message using his secret key, followed by your public key, if you signed your message. On top of this, your secret key is password protected which prevents anyone stealing and using your key.

Confused? Don't worry, it's all fairly painless - but unless you're a paranoid scientist it's hard to see why the average Atari World reader would use it!



Ruftrade



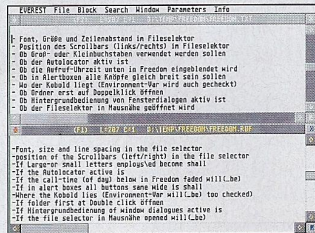
Floppyshop • £2.00
• ST/STe/Falcon

Ruftrade is a no frills German to English translator with one important advantage over its peers – it generates readable English! Ruftrade evolved from the earlier E-Dict which asked the user to select the desired word from several alternatives. This resulted in larger, less efficient dictionaries and extremely slo-o-o-o-w translations.

The secret of Ruftrade's success lies in its highly specialised Atari oriented lexicon which only contains a single translation for each German word. The most likely word in the Atari context has been determined by building the lexicon almost entirely from German Atari software documentation.

At only a fiver it's well worth getting hold of the registered version which includes an ever expanding dictionary with more 'group replacements'. These take common wrongly translated phrases and replace them with meaningful English equivalents which considerably improves the legibility of a Ruftrade translation.

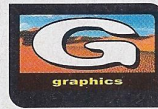
My only gripe with Ruftrade is the interface which simply doesn't do the program justice.



Voyager runs rings round Saturn!

Ruftrade's interface is pretty basic, but it does its job effectively enough.

Voyager



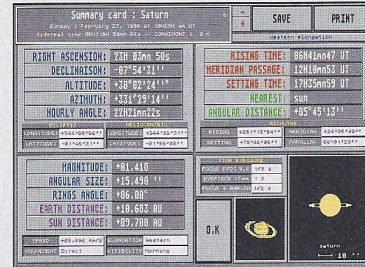
Floppyshop • £2.00
• ST/STe/Falcon

If you're into astronomy you'll love Voyager! I was soon totally engrossed in exploring this fascinating package and marvelled at the sheer scope of the features on offer. Everything is accessed via the alternative desktop interface which features drop down

menus, icons, function keys and (by holding the right mouse button down) a pop-up menu which duplicates all the options in the drop down menus.

It's a great shame that the shareware version is so crippled that it is little use at all. This kind of approach to shareware often alienates more users than it attracts but since the potential audience is probably fairly small the author deserves a registration fee from each and every user.

The non-standard interface combined with the gaudy colours and lack of customisation are my only reservations about this otherwise excellent application.



Profile

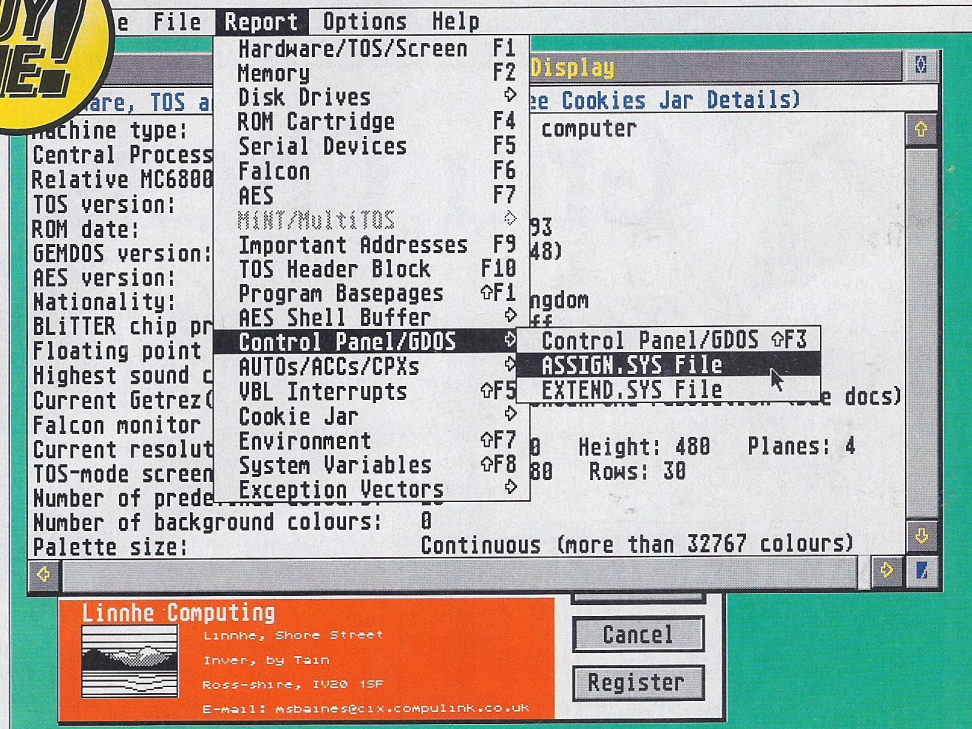


Floppyshop
• £2.00 •
ST/STe/Falcon

Profile is one of those utilities that looks set to become a standard Atari diagnostic tool. It performs a complete analysis of your system which can be saved to disk or printed out as desired. The information is divided into bite sized chunks and displayed a page at a time in the main window. The general pages offer a safe environment for nosing around your system and browsing through configuration files, auto folder programs, accessories, control panel extensions and so on.

With four different machines each sporting different hardware components and TOS versions, and possibly running one of several multitasking operating systems, you're bound to run into the odd rogue program now and again and Profile is designed to help developers figure out what's going on. I'm sure most developers would prefer to get a complete Profile report from a machine that refused to run their program instead of ten minutes of telephone abuse...

Armed with nothing more than a copy of Profile you can turn yourself into a software developer's nightmare – now I'm off to tinker with my BCONMAP!



If you're curious about your Atari, why not let Profile take a look under the hood...

Hoog



Hoog sets new standards in terms of shareware platformers – take a gawp at those graphics!



Goodman International • £1.95 • ST/STe/Falcon (with Backward)

Game consoles such as the Super Nintendo and Megadrive owe their success to maniacally addictive, cutesy games and Hoog provides a taste of the genre's appeal on the ST. Put simply, this is one of the best shareware games ever.

Showers of stars are scattered as each piece of fruit is collected; pure class!

The star of the show is Hoog, a dumb-looking animal with a major mission on his hands. I'll spare you the gory details, but essentially you have to dash around a large, colourful room, rescuing children from cages.



Our man Hoog can stay under water but be sure to give him a breather every now and again.

worth its fiver registration fee several times over, even if the music does drive you insane. Judging by the sample levels, it won't take too long to complete, but I guarantee that you will have a bundle of fun along the way. A classic.

Only the music lowers the overall tone with a bouncy melody that enters your subconscious and simply refuses to leave.

There are three sample levels in the shareware version of Hoog and the full game includes fifteen. These are spread over three different islands, each with individual graphics and unique challenges. Hoog is

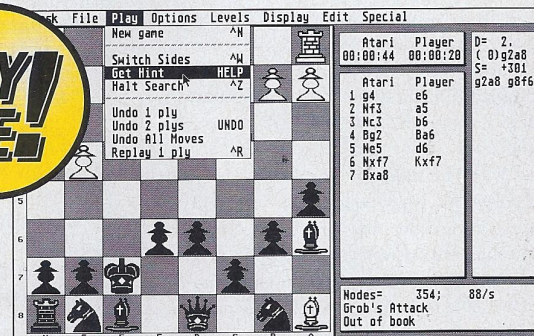
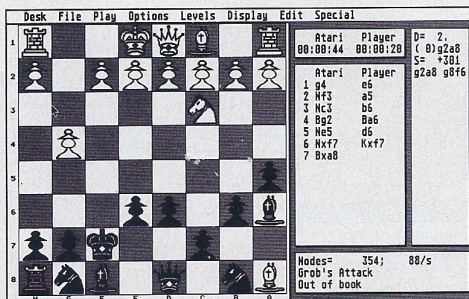
Gnu Chess 3.5

Below: A mouse driven interface fronts up the all-new Gnu Chess – how about a 3D board guys? Right: Hints and cheats are only a mouse click away, but you wouldn't use them, would you?

Floppyshop • £2.00 • ST/STe/Falcon

There is something strangely addictive about computer chess games. No matter how hard you try, it's impossible to resist a quick game and Gnu Chess is likely to beat you hollow (speaking from experience).

It's not surprising really, as the rather lacklustre display disguises a pretty mean chess-playing machine. A huge library of opening moves lies at the machine's disposal, and the documentation is proud to point out that the game has an ELO rating of 1500. There are no play levels as such, but you can specify the computer's thinking time and quick hints are available if you get stuck. Version 3.5 offers a much better interface than its predecessors, although you might



experience menu problems on anything but a 'clean' machine.

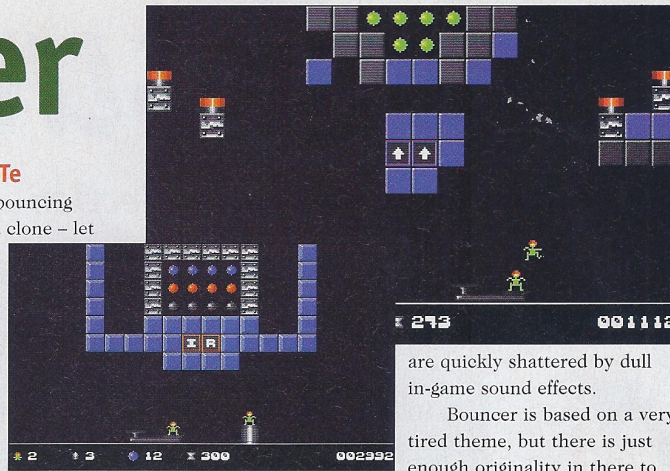
GNU Chess has everything you could expect from a quality chess game. It's fast enough to be enjoyable and should provide enough of a challenge for most players. The mono-only graphics could be a bit more exciting, but you can always redesign the pieces.

Bouncer

Goodman International • £1.95 • ST/Ste

It's Monday morning, it's PD Arena time, and bouncing over the horizon comes yet another Breakout clone – let joy abound! But before you turn the page in disgust, Bouncer is a little bit different because the bat has been replaced with a see-saw and two acrobats. The more successive bounces you can manage, the higher the guys will jump and the more blocks will disappear. Smart bombs make it a little easier to clear crowded areas, but it's tricky to use them while maintaining control of the platform.

As you can see from the screen-shots, Bouncer is no hot-shot in the graphics department – the blocks do have a rather appealing 3D quality, but the acrobats themselves look like relics from the Spectrum and could really do with some more character. Favourable impressions created by the title music



are quickly shattered by dull in-game sound effects.

Bouncer is based on a very tired theme, but there is just enough originality in there to

make it a worthwhile buy. It's no easy ride though; prepare for night after night of frustration!



Above: It's surprising just how difficult Breakout becomes without a standard bat.

Below: One man's sanity died to bring you this picture of the second level – yes, it's that difficult!

Crazy Letters

Floppyshop • £3.00 • ST/Ste

Crazy Letters is a landmark game, being the very last Dunce's Cap production for the ST. It follows on from a whole line of semi-educational titles and is essentially a word game. The idea is to find a word hidden beneath a grid of score tiles, whilst keeping in credit points-wise. You can guess the remainder of the word at any time and a certain amount of strategy is involved – quitting a round while you are ahead for example. The second stage, entitled 'Vowel Play' is the standard issue pot-luck round and is followed by an



opportunity to gamble your score for an extra life. Bonuses brighten things up moderately, but it's not really 'edge of your seat' material.

Crazy Letters is a typically DCS affair – it's lavishly decked out with sampled sounds and swish graphics, but you can't help feeling that the gameplay takes second place.

Nevertheless, if you have enjoyed Dave's work in the past, this one

will not disappoint.



Finish the words and win the points – it's as simple (and engrossing) as that.

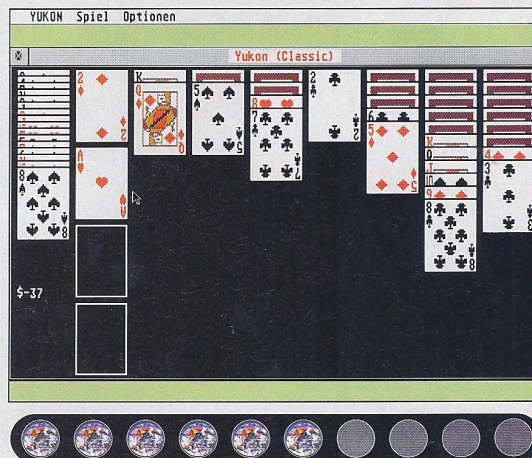
Yukon

Floppyshop • £2.50 • Falcon

I must admit that playing patience wasn't exactly what I had in mind when I bought a Falcon, but it's surprising just how addictive the game can be, even when it's running on a machine capable of so much more. Yukon is a standard GEM card game, complete with window-based playing table, and a simple mouse-controlled interface. The game itself and the documentation are both in German, but it's no problem, as long as you are familiar with Patience (any half-decent book of card games will help you out with the rules). If the rather dull card-backs are a bit too much to stomach, you can always change them with the help of a supplied utility, once again in German. Although the game is shipped on a high density disk, it does seem to run on the ST in high resolution.

Yukon is an ideal game to relieve the stresses of work. It will run happily in a multi-tasking environment, takes very

little memory and one click is all that's needed to ditch it as the boss hovers into view (usually seconds before a record high-score is achieved). A little more effort on the graphics side and we could have been looking at a classic.



Coloured cards, slick interface, GEM compatibility – yep, Yukon is a pretty good game by anybody's standards.

Back Issues...

... for your collection



Prior to Atari World, there were two other great Atari magazines, now sadly lost from the shelves. The much loved ST World sadly disappeared many years ago and is still sorely missed by many diehard Atari owners. The other, Atari ST Review, has now disappeared from the news stands in its original format.

Atari World has been fortunate enough to secure stocks of a limited number of back issues of ST Review and we are pleased to make them available to our readers. If your collection is incomplete, then why not order a copy from us?



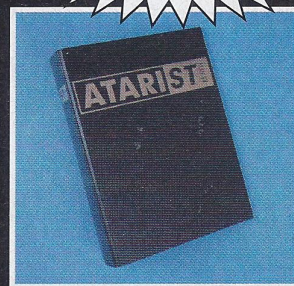
Just for you - a cover disk rundown

- Issue 12 Video Titrer, Kid Kong and Bugs UK.
- Issue 16 Concerto and Kaboom!
- Issue 17 Prospero C
- Issue 25 Equinox Organiser
- Issue 26 GEMView 3
- Issue 27 MasterCAD, and Kobold demo
- Issue 30 Ishar 3 demo, Eclipse, Spectra, and Imagecopy demo (two disks)
- Issue 35 Zero-5 demo and Video Supreme (two disks)

Most cover disks also include various utilities.



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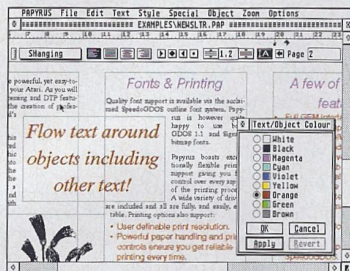
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Never mind the language

Watch and learn from Papyrus, an excellent piece of software.



Jon Ellis offers some advice and thoughts on computer programming – no matter what language you use.

So you're a programmer? Or maybe you'd like to be a programmer? The chances are that you will identify yourself with a particular programming language such as C, BASIC or possibly assembler. In a way this is odd: the choice of language is only one aspect of the process of programming and not an overwhelmingly important one at that.

Let's take a step back from the issue of language, and focus on the ideas and design processes involved in programming. These can be separated into two broad areas: the creative, innovative process that generates the idea for a program or the look of a slick user interface, and the problem-solving that goes into implementing the concept.

The nice thing about computer programming is that the problem-solving part of the process is done within a defined, logical world. Programs don't fail for "no reason" – the cause may be obscure and difficult to pin down but there is always an explanation. By adopting an ordered and structured approach to programming you can produce neat, efficient and reliable code.

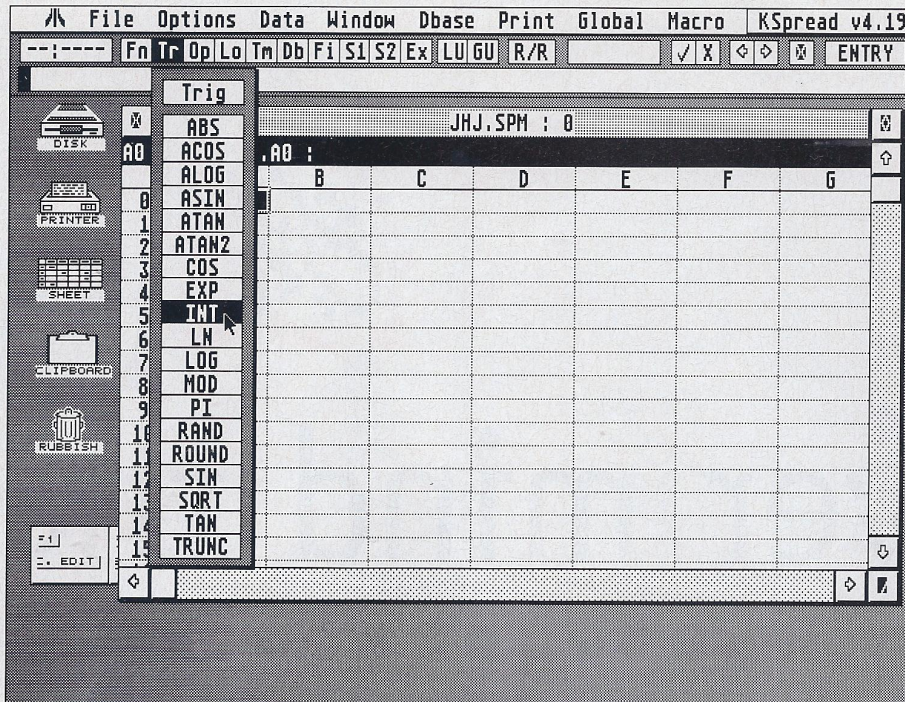
So much for the hand-waving – how can these ideas be applied to the practicalities of programming? Let's start by looking at the resources and backup needed for successful development.

Knowledge is the key

The key to programming a computer, whether it's your old Sinclair ZX80 or the university supercomputer, is knowledge. Without a good, solid background and a set of ground rules, you are blundering around in the dark. At the worst, programs will fail simply because they do not interact with the system in the correct way. At best, you waste time by re-inventing the wheel – in other words writing code that duplicates some service that the system already provides.

Decent information about the ST is possible to find. The Atari Compendium (HiSoft) and Atari's own DocSupport manuals provide comprehensive reference sources. Documentation supplied with compilers and language systems is also useful, though it tends to be restricted to the bare bones of the operating system services and often omits important details about the way the machine works.

You can also find juicy snippets of information if you have a modem. The Usenet newsgroups on the Internet such as *comp.sys.atari.st.tech* and the newly-formed *comp.sys.atari.programmer* are a good source of information. There is a lot of traffic with an informative message base and there are refreshingly few "my Atari is better than your Amiga" debates. It is also a good place to ask



questions about programming problems, as are the various *atari.st* conferences on CIX.

Last, but not least, reading source code for public domain programs can also be extremely useful. Why waste time banging your head against a problem that someone else has already solved?

It is important to read such material critically of course. Just because something is in print, it is not automatically right. There are plenty of errors and omissions in each of the individual sources described above, but with a

Spreadsheet macros are fine for simple arithmetic programs.

little experimentation and cross-referencing, you can usually arrive at the truth.

Saving some effort

It is always worth taking a lateral look at some of the problems you are trying to solve using your programming ability. For example, if a task is heavily number based, would it be quicker to write some macros for a spreadsheet like K-Spread 4, rather than programming a stand-alone application?

Similarly, many tasks requiring manipulation of text can be performed easily using tools like *awk* or *perl*. Their programming languages are pitched at a rather more abstract level than C or BASIC, allowing complex operations to be coded in a few lines of script.

To avoid stagnation and a blinkered approach to programming problems, take a critical look at other peoples' software. One method that many will find useful is to examine a program and to ask yourself what it is that makes it particularly good or bad. You can then use your appraisal to guide your own program design in future.

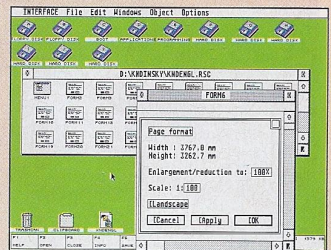
Such an approach is particularly applicable to program interfaces. The quality of the user interface can dramatically influence the overall usefulness of a package. For example, Papyrus doesn't offer a huge increase in functionality over Calligrapher but it has a stunning and extremely powerful interface that has won it a lot of praise.

Having spotted a neat interface trick, a quick rummage through the program's RSC file with a resource editor can provide useful hints and inspiration for

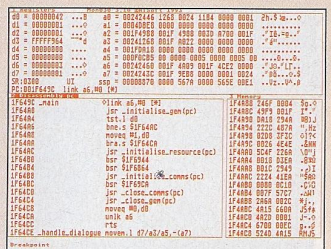
Utility room

Over the years, many utilities have been written to make the task of software development easier. These range from large packages that automate many parts of program development, such as resource editors, down to simple utilities that print information about the structure of a file, or list the debugging information held in a program. Having a good suite of utilities close at hand can streamline the programming process, so that more time is spent creating new software and less on house-keeping tasks.

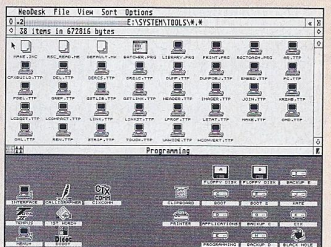
Many of the most powerful utilities originated in the world of multi-user computing, where graphics interfaces similar to GEM are only beginning to take hold. This means they tend to rely on a command line interface rather than the point and click we're used to on the Atari. Although this may seem daunting at first, it is well worth persevering, because once you've learned them, command lines are quick and easy to use.



Resource editors can be used to find out how GEM tricks work.



Disassembling utility programs can also be useful for learning about the system...

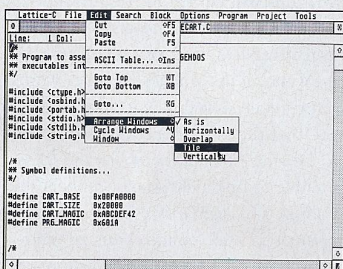


... and every programmer needs a toolkit of utilities!

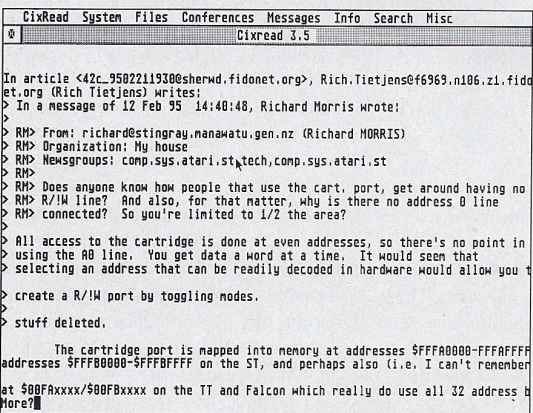
implementing something similar in your own programs.

Finally, despite all of the suggestions above, there is no real substitute for experience. Over time, as you write more software for a system, you get a feel for the way the computer works, for the symptoms of common bugs and for the right way to approach a problem.

Next month, we'll have more practical advice for better programming and focus on the coding process itself.



Left: How did they do that trick with menus?
Below: There's lots of useful info out there in cyberspace.



We're All Ears...

Launching a new monthly Atari magazine has taken some doing. Before we started this project, we canvassed for opinions – and this is what a number of real Atari owners like you told us...

"Although ST Review was the newest of the triumvirate, it was the best, with User coming second and Format coming fourth!... If a new and effective magazine were to emerge I would be prepared to buy it."

TW, Lichfield, Staffs

"I only discovered the magazine [ST Review] some six months ago and immediately took out an infinite subscription... I now have to rely on the ST Format comic book to keep me informed on Atari specific news and developments. I said as much in a letter to ST Format and got the expected constructive response – a reference to there only being sheep in Mid-Wales anyway."

CEBP, Powys,
Mid Wales

"I do hope Vic Lennard can be persuaded to start a rival magazine to ST Format, which is a poor magazine in comparison to ST Review. I will support such a venture for sure."

CM, Bexhill on Sea,
East Sussex

"I regularly read ST Format from issue one onwards, and indeed before that in its guise of ST/Amiga Format... if you wish to see what an Atari magazine should not be you need look no further than the last issue. I certainly did not buy a copy and I do not intend buying in future if these pathetic "standards" are maintained."

I also read, enjoyed and benefited from every issue of ST Review. I am sure my views are shared by all his [Vic Lennard's] former readers."

RD, Harrow, Middlesex

"It sounds a nice idea [Atari World], as I am already missing ST Review. Thankfully my transferred sub to ST Format has now finished. I can't take any more of that cr*p that purports to be a serious magazine!"

MK, Handsworth, Sheffield

"It is a magazine like ST Review that keeps punters like me interested. We need the advertisements of companies like Compo, HiSoft and System Solutions to whet our appetite for new products."

DGG, Enfield, Middlesex

"ST Review was an excellent magazine, it is a great shame that when it was bought out by Future Publishing they didn't rename it ST Format and drop the old rag instead."

AD, Crawley, West Sussex

"If Vic Lennard can emulate the phoenix I shall certainly buy his magazine. The closure of ST Review was a disaster."

DGP, Stockport, Cheshire

"I would welcome its [ST Review] return with open arms."

NWS, Altrincham, Cheshire

Now we need you – every single one of you – to tell us what you think of Atari World. Please take some time and complete our survey on page 43. We are totally committed to delivering you the magazine you want to read. Even if Atari World is just what you want from a magazine, please take the time to consider how we might improve it further; we really do want to know.

All the opinions expressed on this page are direct quotes from Atari magazine readers taken from letters they have sent us.
The views and opinions do not necessarily represent the views of Atari World or Specialist Magazines Ltd.

A

Mrs. Robinson

MURDER MYSTERY

The title graphic
from a murder
mystery on my
Web site.

Caught in the Web

**Alexa Robinson explains why,
in her house, the TV stays off
and the computer stays on...**

About a year ago, my husband presented me with an ultimatum – either I stopped telephoning the folks back home in the USA or I moved back there with them. He didn't say which he would have preferred but I got the message. Being an American I still can't get used to the different 'phone rates!

Having been an enthusiastic Atari user since 1983, I had been reading all the Atari magazines. Two topics kept cropping up again and again – comms and Internet. Email to the world, they said, so I figured I'd have a go. It had to cost less than the \$400 a quarter I was spending on 'phoning home!

I joined CLIX and found lots of fun conferences. But everybody was talking about the World Wide Web. I just had to find out what it was. After a while, I realised that I could access it through my CLIX account even though I couldn't see it in all its glory as the browser software on the PC and Mac can.

At the time I was connecting with my old favourite, a portable Stacy. Not in any way what you would think of as a powerful system. But it worked – even with my 2400 baud Zoom modem! I just needed the right software for ANSI emulation so I chose Compo's Stalker. With that, I was ready for the plunge.

Hitting the g spot...

At first, I couldn't believe how easy it was! All I had to do was type GO

Alexa's Little Red Book

If you're on-line, try a few of these to start with. Type in addresses exactly as they appear...

YAHOO <http://akebono.stanford.edu/yahoo/>

WWW Virtual Library <http://www.w3.org/hyper-text/WWW/Provider/Overview.html>

EInet Galaxy <http://www.einet.net/>

Yanoff's Connections

<http://www.uwm.edu/Mirror/inet.services.html>

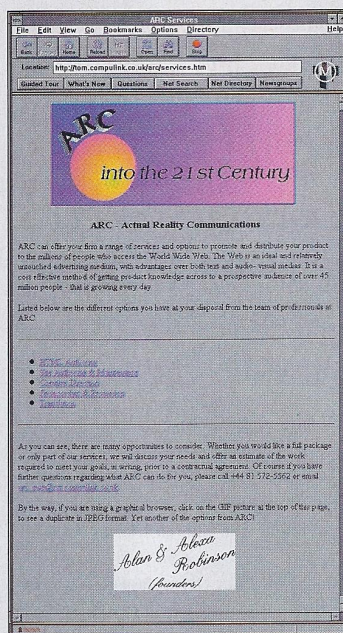
Planet Earth <http://teal.nosc.mil/info.html>

GNN Whole Internet Catalog

<http://www.gnn.com/wic/>

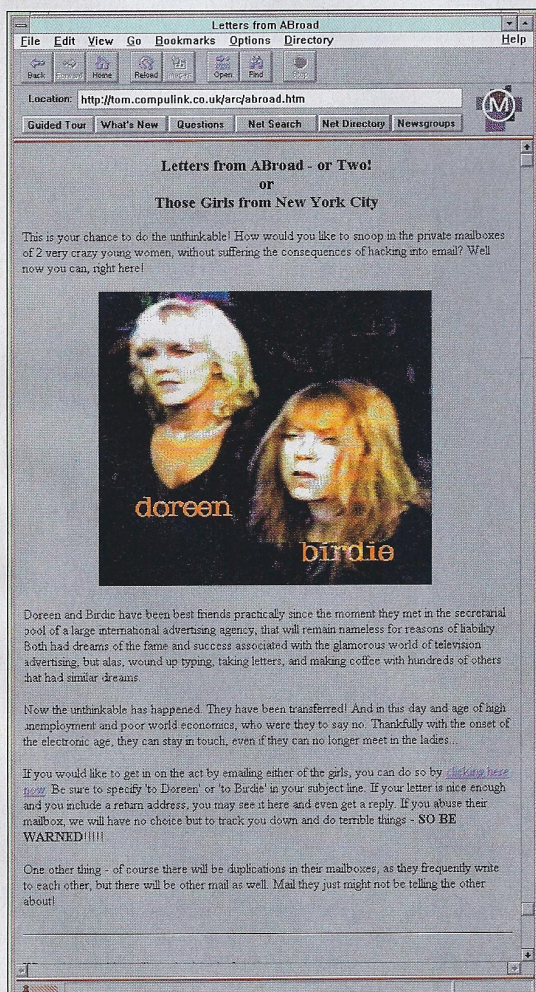
Sometimes these URLs simply refuse to work. Don't immediately jump to the conclusion that you have done something wrong if you get an error message. Remember, this is like early days of television, except they don't have the nifty screens that say "We are experiencing technical difficulties!"

First page of our service section (describes the different aspects and elements of WWW design.



Below right: Table of Contents from the ARC site.

Below: First page of Letters From Abroad, a text based, interactive soap opera!



INTERNET at the main prompt followed by WWW at the IP prompt that had appeared and the software did the rest. I was there!

But where exactly was I? And where were all those great things people had been talking about? It took me ages to discover that a URL (Uniform Resource Locator) is just like an address or a phone number. And it was a bit longer before I discovered that I could hit the g key at any time and type in a new address to visit – without ploughing back through everything I had read already.

The question of where to go is going to be a lot easier for you than it was for me a year or so ago. For me it was hunt, hunt, hunt. Today there are magazines and books galore with detailed lists of addresses showing you how to visit all kinds of weird and wonderful places.

Since those early days, I now connect to the Web with my new Falcon. I still use Stalker but with a 14,400 modem. It's a lot more fun at the higher baud rate – I can visit a lot more places in a shorter period of time!

I have even built my own Web site, all with just 4 Mbs of RAM in my Falcon, a 350 Mb hard disk and some great Atari software. I have to rely on my Mac and PC friends to check the layout of my work – and sometimes I have to come racing home to correct the coding if it doesn't look the way I planned it!

I had quite an experience when one of my features was listed in Yahoo, a popular Web directory, and I had well over a thousand visitors from all over the world browsing my pages on the first day. So when you're out on the Web, don't forget. Come up and see me sometime!

The way of the Web

Atari have a problem. Multi-tasking hasn't been around very long but it is vital for World Wide Web access – you need a network program to handle communications with the Internet service provider and another, preferably graphically based, program to sort out and display the information.

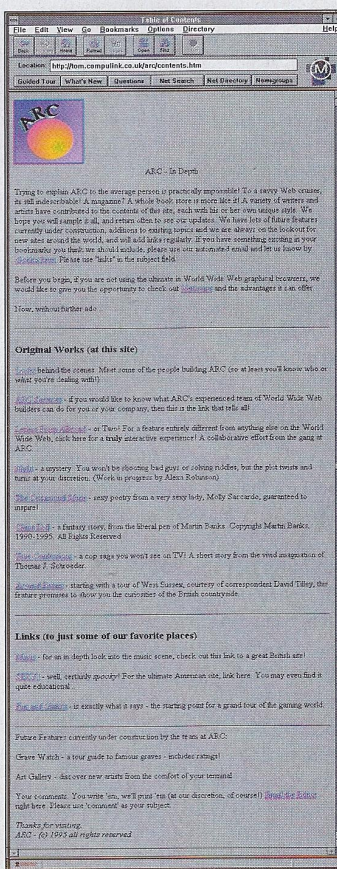
This lack of a real standard multi-tasking operating system has meant that no-one has been able to offer a network layer. The difficulty of writing an all-in system of a Web browser with networking capabilities has been too hard a challenge for Atari programmers.

All is not lost though – quite the reverse in fact. The advent of MINT has led to the creation of MINT-Net (a networking layer), which is being re-worked for the up-and-coming MagiC operating system. As a result, there are at least 3 Web browsers on test at the moment.

The two that are available are Lynx, a text based browser, and Chimera, a graphical port from UNIX. The bad news is that these two programs require the user to have a huge amount of technical knowledge. The latter even needs 8Mb of memory!

The best hope seems to be a collaborative effort from Annis Groenink and Chris Ridd. This project – code-named Route 66 – is aimed at the non-techie. It will run on any Atari with 2 Mbs or more of memory, feature a standard GEM interface and use vector fonts for display.

The availability date is uncertain but when it happens we'll have a browser to be proud of. In fact, Atari World may have had a small part to play. According to Chris, the promise of a new Atari magazine has 'galvanised me into action'. Now don't say we don't do anything for you...



Clubbin'

With support on the Atari platform becoming harder to find, Harry Sideras looks at ways of providing your own...

Somebody, somewhere, is sitting in a study or back bedroom right now poring over a keyboard, illuminated by the glow of a monitor screen filled with an image that doesn't make sense. It might be a text file that can't be imported, an image that defies editing or a calculation that insists on the wrong result. Whatever it is, the solution defies their best efforts and there's no-one to turn to for help. The original supplier of the program might have gone out of business or the publisher turned toward other platforms.

This is the familiar and frustrating scenario that we've all each faced at one time or another and one which is likely to become more common in the Atari world as time goes by.

Thousands of users stay loyal to the Atari platform. It may be through economic necessity or a conscious preference to avoid the dubious attraction of expensive PCs and Macs, computers that demand enormous resources to persuade the processor to performing at anything like a reasonable speed.

So what can Atari diehards like you and I do? A few things spring to mind. We can upgrade the software in search of added features or switch to more powerful packages. We could also seek out separate, external utilities to do the job or even upgrade the hardware, if necessary.

Alternatively, we can take advantage of our greatest resource of all – the wealth of experience contained in the userbase that has bought a million Atari computers in the ST's ten year lifetime!

Getting connected

OK, it sounds good on paper but the likelihood of making contact with the tiniest fraction of this userbase is pretty remote, isn't it? Maybe, maybe not.

Fifteen years ago in the wilds of Norwich, Ken Ward faced this same dilemma and placed an advert seeking out others in the same position. "Atari ST user seeks help. Please phone..." it read. From the reaction he got and the group he subsequently established it

was clear that he wasn't the only one in the same boat.

In time, his involvement and enthusiasm brought him to the attention of Atari itself, who invited him to organise the User Group section in the Atari Village stands at Olympia. From there he set up The Association of Atari User Groups, compiling a directory encompassing the whole country, enabling people to make contact with those who had the raw get-up-and-go to organise themselves into a group in their local area.

What's on offer

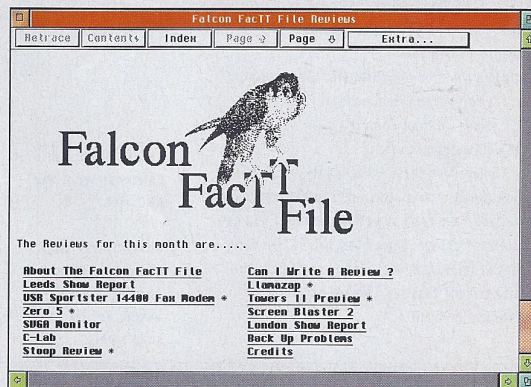
Whether it's small and informal or large and organised, any user group will provide a range of interests and experience, from games players with 520s to serious enthusiasts with all manner of memory and hardware upgrades. There will also be the opportunity to pick the brains of the techies and to pass on your own hard-earned tips plus the chance to see the latest program in action and to

Compiling a club disk of demos and reviews can provide a theme for monthly meetings and encourage feedback.

show off your own expertise in your favourite software.

User groups don't have to be local either. Support can be found by contacting organisations that specialise in areas like MIDI, DTP or programming. Falcon and TT owners can get help and advice from a group dedicated to putting users in contact with each other and don't forget the Internet and the privately run BBSs with a vast amount of knowledge and software on offer.

All these areas will be covered in more detail in the coming months. The concept of User Groups comes into its own when other avenues of support decline. It's time we began to help ourselves...



Where to go

If you're looking for the nearest user group to you, a list can be obtained from:

Mr Ken Ward
Association of Atari User Groups
45, Coleburn Road
Norwich
NR1 2NZ
Tel: (01603) 661149

If you currently run a group and haven't asked to be included in the directory, contact Ken with your details. If you still find yourself without a user group in your area and you're interested in starting a group of your own, an information pack is available with advice from
Mr Terence John
British Association of Computer Clubs
148, Furzehill Road
Borehamwood
Hertfordshire
WD6 2DX

In addition, BACC can provide a listing of all clubs in your area, irrespective of platform, some of which may be interested in an Atari section to add to their membership and share costs. Why not give them a try?

If you have any feedback, I'd be glad to hear it. You can contact me here at the magazine or via email to sideclery@cix.compulink.co.uk.

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Q&A

**You send in the questions
– Ofir Gal and his team of
experts set about solving 'em...**

All Packed Up



Q I own a second-hand 2Mb Ste, which I bought about 6 months ago. I am 63 years old, and this is the first time that I have even used a computer so I am very new to this technology.

When I bought the computer, it came with some games and a few utilities (as I recall the seller telling me). These utilities included things such as word processors and other software that I find quite useful. It took me more than two months to try out all the software I got with the machine. After this initial period, I decided to look for more

software, and thought that I would try some Public Domain libraries. I scanned the Atari magazines for adverts and, on finding a library that claimed to have the most files on a disk, I ordered some software.

I got this within a week but on trying to run the programs, I get spurious characters on the screen, and some 'dings' from the computer. I was pleased with the quick service, but am very annoyed at receiving software that does not work. What can I do?

Alan Ion,
Durham

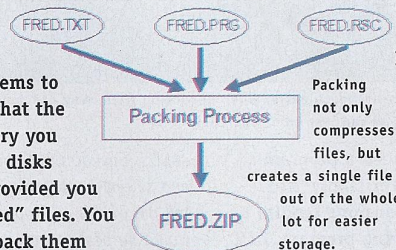
A It seems to me that the library you ordered the disks from has provided you with "packed" files. You need to unpack them before you can use the programs.

Most Public Domain libraries pack or compress the software so that more can be put onto a disk. As an example, let's say

that a program comes with three files: FRED.TXT, FRED.PRG and FRED.RSC. All together these might be, say 450Kb in size so using up more than half the capacity of a double-density disk. Packing these files with ST-Zip would compress these files and store the lot as one file, possibly called FRED.ZIP. The final packed file will, probably be as small as 200Kb in size – less than half the size of the original package.

There are different packing techniques, and you have to use a certain unpacker depending on the three-let-

tered file extension. The most common packed file extensions on the Atari platform are ARC, ZOO, LZH and ZIP.



Printer Trouble

Q After many years of service, I decided my Citizen 120D printer needed to be replaced, mainly because I couldn't print landscape pages from Timeworks 2. Now I have a new Hewlett Packard 520 DeskJet, which is quite excellent, but I want to print closer to the edge of the page. I can get the printer to print within 5mm or so of the right, top and bottom margins, but the left margin is some 3cm in landscape mode. I have set the printer DIP switches to accept A4 paper and altered the perforation skip too. I have set the printer offset values in the "set column guides" dialogue box: everything is printed in the right position but work to the left of the page is still cropped. Most of my word processing is done on the move with my Amstrad NC 200, which ports its files straight into Timeworks and prints great with the HP 520.

I also use an old database program called Trimbase but I am having trouble using printer codes in the installation program – the decimal code that the HP520 needs is too long for the program's input parameters. Any ideas?

Finally, what is the difference between GDOS 1.1 and 1.8?

Chris Miles

A You have made a good choice of printer: the DeskJet series of machines are solidly made, and should give you years of service. Unlike some dot matrix printers, the DeskJet is incapable of printing on every part of a page. On portrait oriented-A4 paper, there

is an unprintable zone of about 6mm on the left and right margins, and about 12mm at the bottom of each page. This 12mm wide strip corresponds to an irreducible left margin for landscape prints.

HP DESKJET 500

Print Quality:

Page Size:

Colours:

Port:

Tray:

Horizontal DPI Size:

Vertical DPI Size:

Print Area Offsets: ☐ On ☒ Off

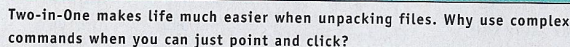
The Printer Drivers desk accessory with SpeedoGDOS gives you accurate control over printout areas.

A 3 cm left margin for landscape prints does seem excessive. With the printer turned off, set the DIP switches for A4 paper and disable perforation skip. Turn on, and try to print a landscape page with zero left margin. If the output is clipped to a 12 mm margin, the limit of the printer has been reached. If the margin is larger, the software is not configured

properly. In addition to checking the settings within Timeworks 2, you may be able to alter the printer driver itself. Under SpeedoGDOS, the DeskJet 500 driver can be configured to automatically take account of the unprintable zones. This feature can be disabled using the Printer Drivers accessory that comes with SpeedoGDOS.

The printer set-up routines in many older application programs, like Trimbase, were designed with the Epson-type printer control codes in mind. As a result they often cannot cope with the DeskJet's PCL (Printer Command Language) codes. As far as I am aware, Trimbase is no longer being developed, so a more DeskJet-friendly package is unlikely to emerge. One strategy that is sometimes useful in these cases is to write a small program to send the desired control codes to the printer. This can then be used to set the printer up correctly, before the application is run.

With regard to GDOS, this has been through a number of versions over the years, and many have been rather unreliable. The oldest stable version in general circulation announces itself as "Release 1.1" (not to be confused with "Version 1.1", which preceded it). "Version 1.8" also predates Release 1.1 and is not as stable. You might want to consider getting hold of NVDI – not only is it a faster and much more reliable replacement for GDOS, it also speeds up screen updates enormously. You will be surprised at the difference it makes to the feel of your machine! Jon Ellis



LHARC and STZip come with their own easy-to-use interfaces. **Arc** and **Zoo** use archaic commands to unpack software, and are certainly awkward to use. For this reason, I suggest that you use **Two-in-One**. This program provides an easy-to-use interface for **Arc** and **Zoo**, and also supports **LHARC**, and **STZip**. **Two-in-One** is a shareware program (also known as "try before you buy"), and is supported in the UK by our very own Joe Connor. The latest version is 1.22. **Denesh Bhabuta**

WP
word processing

1st Word Plus to write reports for my business and personal letters. It's a small business, just myself and my wife, but although we find our Atari superbly suited to our needs we are becoming less satisfied with 1st Word Plus. These days even a small business requires good quality printed output, with well designed letter-heads and a range of different typefaces. I know that there are better word processors available for the Atari but some of the terminology

Papyrus Gold
- possibly the best program on the Atari ever

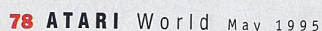
Papyrus Gold
– possibly the
best program on
the Atari ever...

A bitmap is a method of storing graphics (for instance, a character in a font) where each dot (pixel) is defined as being either on or off. A vector graphic is held as a number of point co-ordinates – for example, a triangle would be held as three

The best two word processors on the Atari are That's Write 3, sold by COMPO, and Papyrus Gold, sold by HiSoft. The former is a more than adequate word processor with very good support for any printer's internal fonts. It uses SpeedoGDOS technology internally - you don't

Which you choose is up to you, but most writers at Atari World seem to prefer Papyrus. Best of luck with your purchase - write back and tell us how you got on. Graeme Rutt

And now to software. Firstly, are packers/disk-doublers usable on the Stacy, and if so would they slow



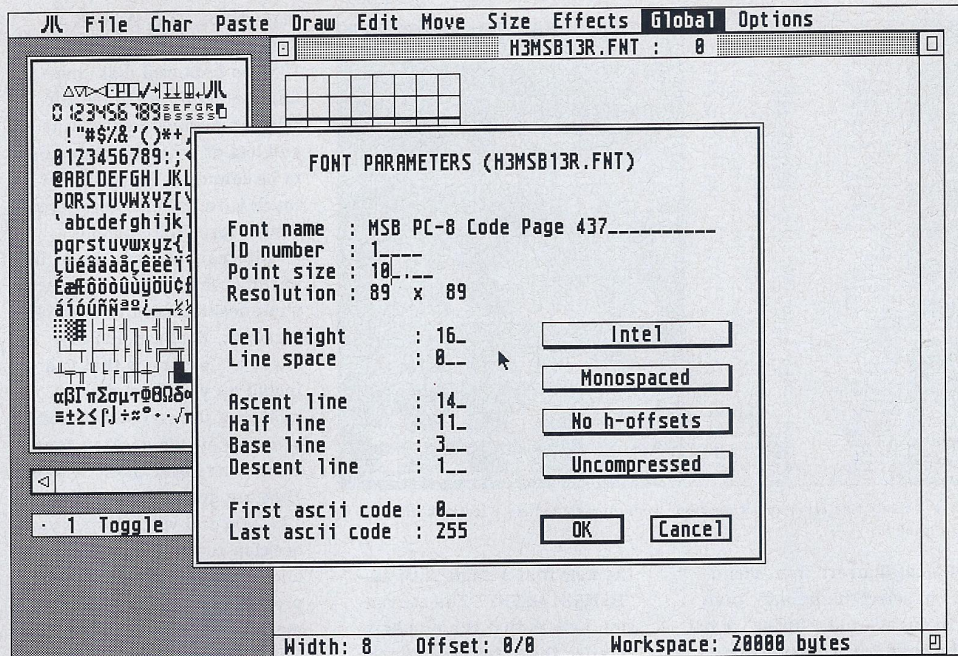
things down too noticeably? And secondly to a problem that probably has a very simple answer. I have several accessories on my "C" drive, which also contains and runs NeoDesk 3. These are: BIG_BEN.ACC, GOODIES.ACC, HDUTIL.ACC, KEYSLOT.ACC, MAPPER.ACC, NVDI-CONF.ACC and TEMPOCAL.ACC, of which GOODIES, HDUTIL, MAPPER and TEMPOCAL have related .RSC files. In the NeoDesk pull-down menu, clicking on "Next Slot" produces no reaction at all, while clicking on "Big Ben", "Beats as mSecs..." and "Tempo Mapper" brings up a window with, "No MROS in memory" in it.

This is where I get really confused, because there is a folder called MROS which contains various files. Are these accessories usable, or should I take up knitting instead?

Adrian V. Thackray

A The Stacy is a great tool for MIDI work, but it is slow in comparison with the Falcon and TT. The internal hard disk is of the SCSI type and is one designed for laptop computers, measuring just 2.5" in diameter. You can replace it with a larger capacity one, as long as it is a SCSI drive. Using a disk doubler like Datalite works on the Stacy, but it will certainly slow down disk access.

As far as speed is concerned, you should get NVDI if you don't already have it, since it will most definitely accelerate the display of graphics and text



In Fontkit, make sure the Font Parameters are set correctly otherwise NVDI won't load your fonts.

on screen more effectively than a Blitter chip. Fitting a hardware accelerator board is not simple, but you may like to speak to System Solutions – they may be able to help.

It seems that the previous owner of your system left some desk accessories that are of absolutely no use to you! Big Ben, Key Slot, Tempo Calculator and Mapper are all Cubase utilities and will not work without Cubase; NVDI Configuration is of no use unless you have NVDI installed. All these are just

taking up valuable hard disk space, so you delete them. The MROS folder is only needed if you use Cubase – that can go as well. Ofir Gal

Fancy Font



I have bought NVDI but I don't like the default Monaco font. How do I change it?

Paul Ross, Glasgow

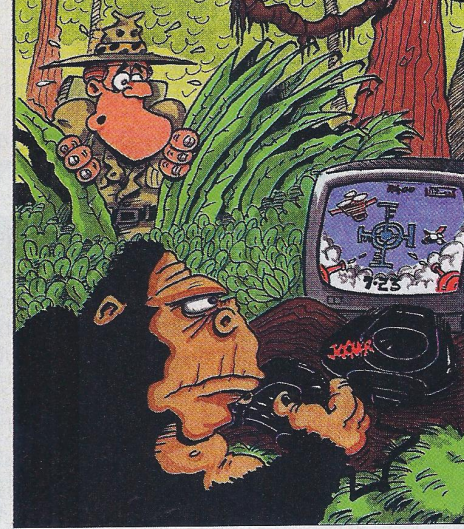
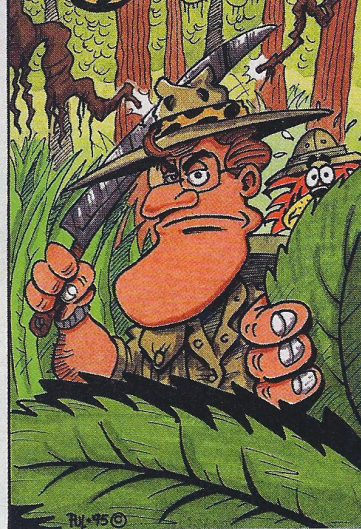
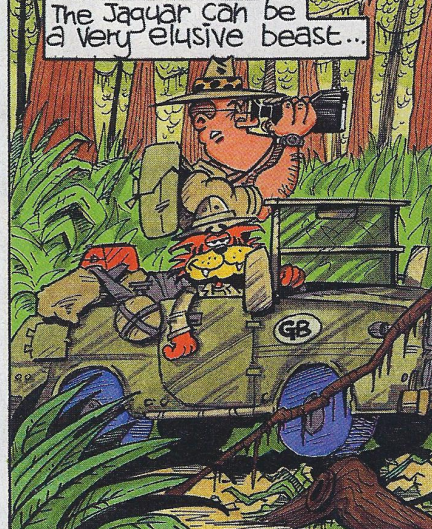
A There are two solutions. The simple one is to delete the files called MONACO.FNT from the GEMSYS

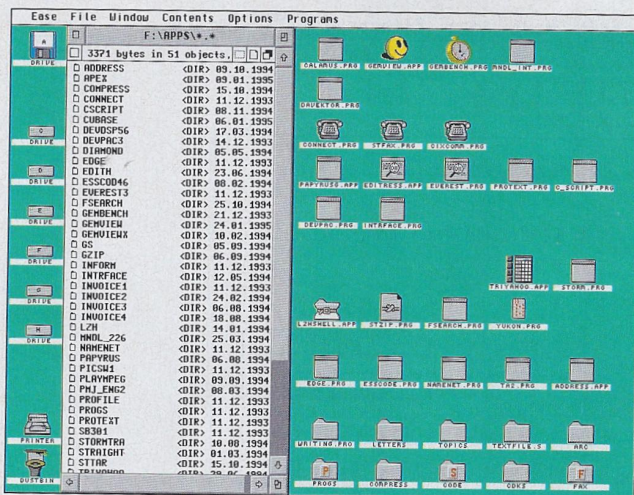
folder on your boot disk. This will revert you back to the Atari font. Alternatively, you could install an alternative font.

First of all, you need to obtain some GDOS bitmapped screen fonts from a PD library. They normally have the file name extender "FNT" and may start with the characters "H3" or "H2". You could also design your own using a font editor such as Fontkit. It is usually easier to start with another GDOS font as the basis or a Fontkit screen font.

If you're not using a GDOS font, then you'll need Fontkit to convert it. Choose the

Sid & Scuzz by Dave Howell and Paul Van Linden





Ease – a very fine replacement desktop, icons a go-go and more features than you can think of!

"Global/Convert" font menu item, select "Gemfont", then "High-res" and "90x90" to get the Font Parameters dialogue box. If you already have some suitable GDOS fonts then load them into Fontkit and go to this directly. Here you need to give the font a suitable name, then an original ID number. You can't have a number used by any of your other GDOS bitmapped fonts. A value of 1 is usually OK.

Next, you need to change the point size. For the 8x16 font, the point size must be 10, for the 8x8 font the point size is 9 and the 6x6 font has a point size of 8. Select Intel format, and make sure that the font is not compressed and is set to Monospaced not proportional. All these are most important. Save the font. Fontkit will give

the new font a name such as "H3MSB13R.FNT". The convention here is that the numbers refer to the point size. Change the "13" to "10" and in the other two fonts, the "06" to "09" and "05" to "08". Place these fonts in the folder where your NVDI bitmapped fonts lie, as stated in the PATH line in the ASSIGN.SYS file.

Load the ASSIGN.SYS file into an editor. Change all the lines starting with an "s" containing the MONACO font details to match the name of your new fonts, such as:

```
PATH = D:\GEMSYS\NVDI
01p SCREEN.SYS
s H3MSB08R.FNT
; 6x6 system font 8 points
s H3MSB09R.FNT
; 8x8 system font 9 points
s H3MSB10R.FNT
; 8x16 system font 10 points
```

You don't usually need the 20-point size font and the "s" is most important: it tells NVDI which fonts are your system fonts. Now reboot. Mark Baines

Desktop Icons



I've seen pictures in Atari magazines that show program icons on the desktop. I've tried to do this on my system (Atari STF, 2Mb memory, TOS 1.02) and it doesn't work. Can you tell me how to do it?

M. Fotherington, Sussex

A The problem is your version of TOS. To get icons on the desktop you

require TOS 2.06. As well as desktop icons, this version of TOS has improved disk-handling, a more functional file selector, keyboard short-cuts and lots of other functions not to be found on TOS 1.02. Get in touch with Systems Solutions or Compo for a TOS upgrade.

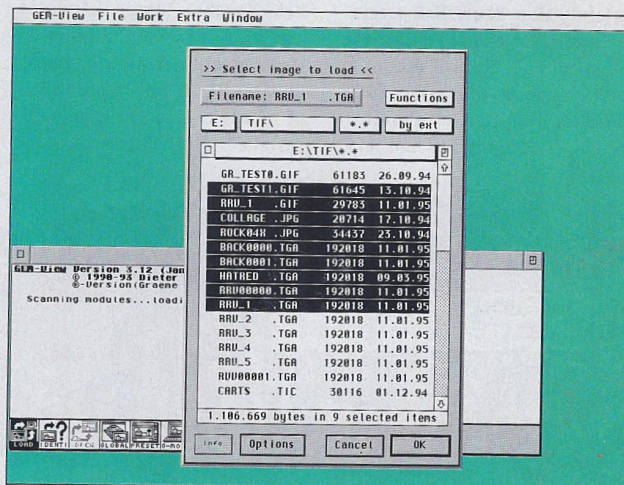
Alternatively, you might like to think about using a replacement desktop such as Gemini, TeraDesk, NeoDesk or Ease. These are programs that you install on your boot disk (a hard disk is best) and provide you with all the desktop functions you're ever likely to need. They are generally better than TOS 2.06 and will improve your desktop considerably. Gemini and TeraDesk are public domain products that you'll find in most PD libraries; NeoDesk is sold by Compo; and Ease by Systems Solutions. Graeme Rutt

Image Conversion



Q I run a small DTP business from my home and use the excellent GEMView to convert clipart images from a variety of sources into the GEM Image files that Calamus 1.09n

By using the Selectric replacement file selector with GEMView, you can select more than one file for automatically loading..



expects. While the Global Convert option is very handy, and can convert a whole folder of graphics very quickly, I sometimes need to view the graphics first to check which I want to convert. I find it very laborious to load in each file separately, and wondered if there was a way to load images automatically?

Sean Green, Middlesex

A There are various ways in which you can load a number of images at a time into GEMView. The first is to use the Selectric file selector which is shareware and available from PD libraries. It enables you to select multiple files which are then loaded at once by GEMView.

Another solution is to use a replacement desktop, such as Ease, which enables you to drag and drop as many files as you want onto the GEMView icon. GEMView will then load and display those files.

Under GEM there is a limit of how many windows may be open at one time. If this is a problem then you might like to consider a freeware add-on called WinX that can up your window count to 40. Graeme Rutt

Send Us Your Questions

Can't find anyone to answer that nagging question? Then drop us a line. Our team of experts are on hand to investigate and solve almost anything you can throw at them. Just send your letters to:

Atari World Q&A,
Specialist Magazines Ltd,
Unit 3 Green Farm,
Abbots Ripton,
Huntingdon,
Cambridge PE17 2PF

or email them to:
ogal@cix.compulink.co.uk

While every effort will be made to answer your question within the pages of either Atari World or Atari Pro, please note that individual correspondence cannot be entered into.

Fancy Earning A Tenner?

All you have to do is send us a useful tip for your favourite program – what could be easier!

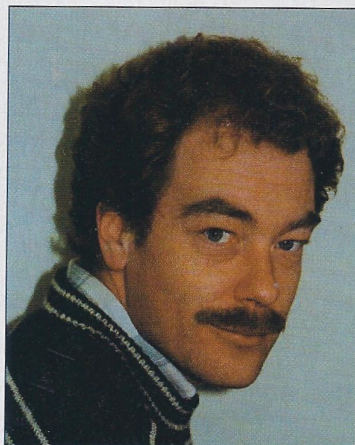
Send us your hint on a disk, saved as a text file (preferably), along with a screenshot for illustration, or possibly a drawing if it's a "you can build this" style tip. We'll pay £10 for every reader hint that we publish.

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TalkBack

Each month, Vic Lennard puts an industry figure on the hot spot with four searching questions. To start the ball rolling, Neal O'nions, publisher of Atari World, is grilled...



Neal O'nions, publisher of Atari World.

The first question is the obvious one – what on earth possessed you to launch a new Atari title?

"I'm a great believer in the longevity of the Atari market. History tells us that computer platforms don't die overnight. Take the Sinclair QL – only recently I sold an Atari TT to a customer, with loads of memory and a large hard disk, simply to run a QL emulator!

"When I found out that ST Review was going to close (a bit before most people) I did actually get involved in a possible buy-out. However when someone else put more money on the table I decided it was better to launch a new magazine. At the time I was a bit disappointed, but in retrospect it is the best thing that could have happened. While issue one of Atari World may not be perfect, starting with a clean sheet has enabled myself and my team to produce something much more relevant to today's Atari user. I hope we have achieved our goal of taking the ST Review concept and making it better – the survey results will show."

You seem to wear a lot of hats. You run COMPO, organise Atari shows and also fulfilled the ST Review offers with Go Direct. Can you cope with another?

"This topic vexed me greatly when I started to plan Atari World. How would people react to a dealer who also owned a magazine? The most stunning thing has been the phenomenal support I have received from everyone since first starting to get this project off the ground. Even though I was warned that there were not enough advertisers left in the market, we've proved the doubters wrong. Issue 1 sold out, we've already sold out issue 2 and we are now selling issue 3!

"My commitment to you when you decided to edit this magazine was that editorial was your job not mine, I think you are a strong enough character to ensure that is the case!"

We have seen ST Action, ST User and ST Review close, and ST Applications cut back. Why do you think you can buck the trend?

"I think that other publishers have missed the dramatic change in the profile of a typical Atari computer user. I suppose that because I talk to active users every day I'm a bit closer to what they are really like and what they want. The days of the joystick-slaming 14-year-old are long gone. Today we have an audience dominated by professional people, be they using their ST to make a living such as in music or DTP, or be they home users where the ST is used for productive tasks, leisure and pleasure. Atari World is written with these people firmly in mind."

By choosing to bin the cover disk idea, aren't you flying in the face of conventional wisdom again?

"Readers get to choose. Yes there is a disk you can buy from us every month, either by 'phone, letter or with a subscription. However the number of complaints about the price of Atari magazines swayed my thinking. Our bread and butter audience are hobbyist users, and £4 for a magazine is too dear. New users are coming into the market all the time, many by buying second-hand computers: are they really going to fork out £4 every month? I don't think so. The only way to keep Atari World below £3 per issue is without a cover disk, and that is what we plan to do. However, if the survey tells us different..."

ATARI World

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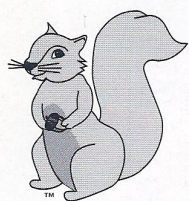
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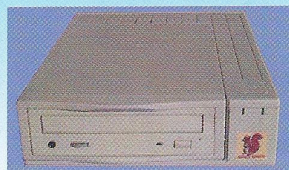
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NUTS TO YOU ALL!

As you will see from this page, we are still nuts about the Atari range of computers and are continuing to support the platform. We have released over 50 titles for the Atari over the last 9 years (most of them are to be found on this page, somewhere) and now we announce **Squirrel Storage Systems** - SCSI peripherals at realistic prices. We think that it's about time that Atarifolk were able to buy quality SCSI devices at competitive prices, so we have put together some very special deals based on high quality components, all with 2 year warranty. (Atari ST/Ste owners will need a SCSI interface). Whether you're buying SCSI for the first time, extending your SCSI chain or fitting more units in a tower case, why not take advantage of the generosity of our storage-hungry squirrel and grab his nuts while you can!

SCSI CD-ROM Drives



SuperDouble - int £129, ext £189
SuperTriple - int £189, ext £249

Not all CD-ROM drives are the same. Our SuperDouble and SuperTriple drives are fast, modern devices supporting all the SCSI features that you'll need, based on quality units from the world's leading manufacturers of CD-ROM, Sony & Toshiba.

Both drives are cased in extremely stylish enclosures with all SCSI connectors and offer fast access times, stereo headphone sockets with volume control, phono line output, PhotoCD™ multi-session support, CD-DA compatibility with the convenience of tray-loaded action. The SuperDouble™ CD-ROM drive offers 360Kb/sec transfer while the SuperTriple™ attains 510Kb/sec, both far faster than any competitive drive for the Atari computers. You will need suitable CD-ROM driver software ;please add £29.95 if you require us to supply this.

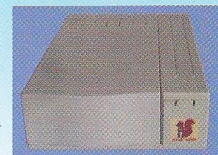
SyQuest Drives



44Mb - int £129, ext £189
88Mb - int £269, ext £329
270Mb - int £419, ext £479

Introducing removable SCSI drives for your Atari computer. Based on reliable, proven SyQuest™ mechanisms, these 44Mb, 88Mb and 270Mb units offer transportable, compact, high performance and, above all, expandable storage for all your computing needs. SyQuest is the world leader in this technology across computer platforms which means that you can transfer work between Atari, Macintosh™ and PC, with ease. Our drive prices include 1 free cartridge.

SCSI Hard Drives



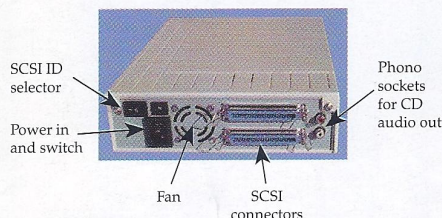
270Mb £169, **540Mb** £239
730Mb £279, **1Gb** £479
Add £60 for external units

Hard drives are becoming more and more affordable and we can now offer some tremendous prices on a range of superb quality drives in a range of capacities.

These drives offer fast seek times (14ms @ 270Mb, 11ms @ 540/730Mb, 9ms @ 1Gb), large caches and high speed data transfer rates. All units can be supplied for you to fit in your own case or pre-installed in one of our professional Squirrel Storage Cases.

We can supply all leads, terminators etc. Please feel free to discuss your exact requirements with our friendly, technical staff.

Squirrel Storage Systems



All our Squirrel Storage Systems come either bare (int - ready for installation internally within a suitably-equipped Atari or other computer) or fully-cased (ext) with integral power supply, SCSI in/out, SCSI ID selector and audio out (for CD-ROM). The cases we supply are high quality, shielded, snap-together enclosures, each with 40W power supply - the back panel of the 5.25" case is shown above. These SCSI enclosures are available at **£69.95** each (please specify 3.5" or 5.25" when ordering).

Please note that, unless you already have one, you will need a SCSI interface on your Atari ST/Ste in order to attach our Squirrel Storage Systems. We recommend the ICD Link which we can supply at **£69.95** inclusive.

Programming

Our first program on the Atari platform was our HiSoft Devpac assembler and we have always regarded the Atari 680x0 computers as ideal machines on which to develop your programming skills. Over the years we have produced a wide range of programming languages and associated utilities and now here is a great opportunity to purchase anything that you may have missed or perhaps have not been able to afford.

HiSoft Devpac 3.10*	£59.95
DevpacDSP Falcon*	£49.95
HiSoft BASIC 2.10*	£79.95
HiSoft BASIC 2.02	£59.95
HiSoft C Interpreter	£19.95
Lattice C 5.6*	£99.95
Personal Pascal	£29.95
WERCS	£9.95
FirST BASIC with	
Your FirST BASIC book	£19.95
Modern Atari System	
Software book	£15
The Atari Compendium book	£39.95

Productivity

Two power programs and one three-in-one program here to satisfy all your word processing, database and spreadsheet needs.

Papyrus Gold*	£129
Twist 2 database*	£59.95
Atari Works*	£59.95
Papyrus Gold, Twist 2 and NVDI 3 bundle	£199

Music/Video

Two years ago we acquired all the Microdeal titles and, since then, we have improved and developed these products, enhancing for the Falcon and re-working the documentation. These are all quality hardware products at superb prices.

Clarity Falcon* - 16 bit stereo sampler	£79.95
Replay 16 - 16 bit mono sampler	£99.95
VideoMaster Falcon RGB*	£99.95
VideoMaster ST RGB	£89.95
ColourMaster - RGB splitter	£49.95
StereoMaster ST - 8 bit stereo sampler	£29.95
PlayBack ST - 8 bit stereo playback	£24.95

* Falcon enhanced title. Some programs need extra memory and a hard disk to function; please check first if you are in doubt. All offers subject to availability and strictly only valid to readers of this magazine and until 30 May 1995. E&OE. © HiSoft 1995.

Essential Utilities

These are programs that you should never be without.

Diamond Back 3* - hard disk backup	£39.95
Diamond Edge* - hard disk maintenance	£39.95
XBOOT 3 - boot management	£29.95

Graphics

We offer two superb True Colour packages for painting and image processing.

TruePaint*	£19.95
TrueImage*	£39.95
TruePaint+TrueImage*	£49.95

Ordering Information

All HiSoft products should be available through your favourite Atari dealer but if you have difficulty in obtaining any title, we offer some special direct-to-you prices as listed on this page. To order directly from HiSoft - just call us free on **0500 223660**, armed with your credit or debit card; we will normally despatch within 4 working days for a postage charge of £4 or, for £6, by guaranteed next day delivery (for goods in stock). Alternatively, you can send us a cheque or postal orders; please add postage as appropriate. All prices include UK VAT. Export orders: call or fax to confirm pricing and postage costs.

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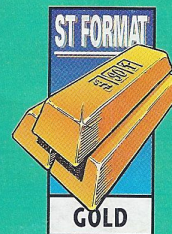
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papyrus

GOLD



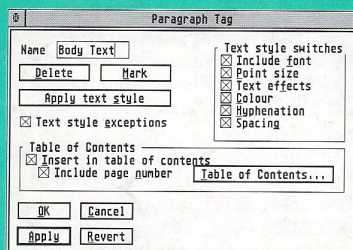
the power of words

Papyrus Gold is the powerful, easy-to-use and highly-acclaimed word processor for all ST/STe/TT and Falcon030 computers (2Mb up).

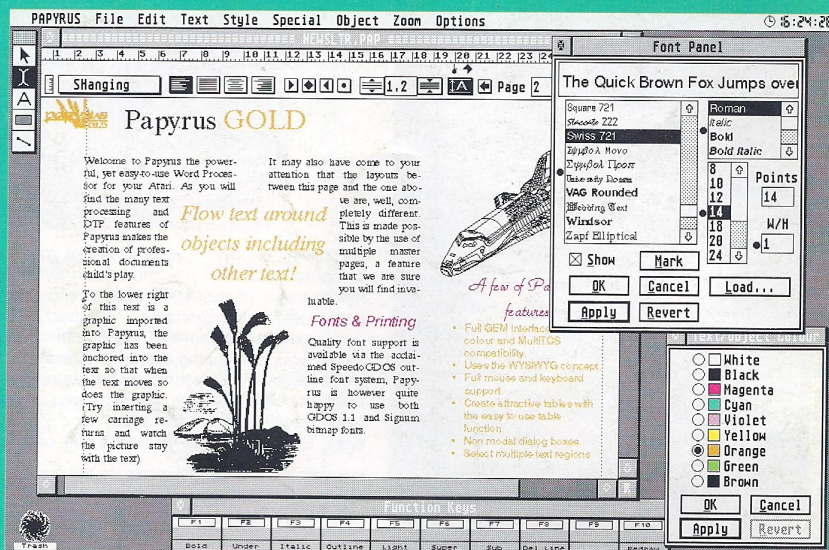
With its extensive range of both text processing and DTP features, Papyrus Gold lets you create all kinds of professional-looking documents, from simple flyers through colourful brochures to complete manuals or novels. Sporting a user interface that is a joy to use, Papyrus Gold is the application that actually achieves the full potential of your favourite Atari computer.

- ★ Full text editing at every level of zoom, undo, drag-and-drop, intelligent cut/copy/paste with support for the external clipboard.
- ★ Paragraph styles, table of contents and index generation, hyphenation, headers and footers, full margin control, UK and American English dictionary.
- ★ Powerful search and replace functions with wildcard characters, discontinuous block operations (marked blocks do not have to be connected), full support for SpeedoGDOS and NVDI 3 including TrueType fonts.

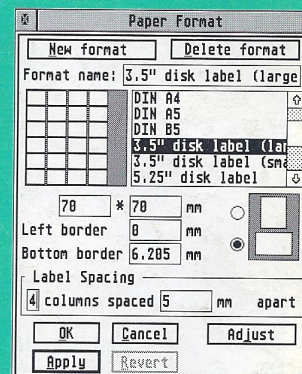
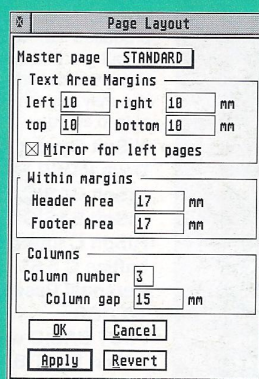
★ The font selector (see top right of large screen shot) shows all available fonts (both outline and bitmap types) together with their attributes (bold, italic etc.) and allows you to choose any point size; the dialog is non-modal so you can try out your new font without closing the font selector. You can even load new fonts and mark fonts for use with search & replace.



★ Paragraph styles (dialog above) allow you to create and name various styles such as *Body text*, *Heading 1*, *Heading 2*, *Indent*, *Footnote* etc. This means that you can change the look of your document instantly and maintain complete control over the design process.



Papyrus Gold in action showing the Font dialog, multiple columns, graphics etc.



Two dialogs that show the extensive print control available from Papyrus Gold

★ As you can see from the two dialogs (above right) you also have total flexibility when it comes to printing, being able to adjust the paper format (labels are a snap), choose portrait/landscape, configure the printer drivers and achieve true WYSIWYG printing.

★ Power features include tables, micro-spacing, multiple columns, automatic text flow around objects, free-sizing of objects (text and graphics) including rotation, master pages, text object chains, import/export of RTF and ASCII formats, object anchors to keep objects together, footnotes and more.

Papyrus Gold is another power product from

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ROM

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